

THE WORLD'S MOST **EXCITING** GAMES MAG!



# Games Master

NINTENDO \* SEGA \* SONY \* BOY \* PC \* PLAYSTATION

**PLUS!**

- SILENT HILL •
- QUAKE 3: ARENA •
- METAL GEAR SOLID •
- SONIC ADVENTURE •
- MICHAEL OWEN •
- RIDGE RACER 4 •
- WIPEOUT 64 •
- FINAL FANTASY 8 •

**WE'VE GOT ONE!**

## DREAMCAST

**VIRTUA FIGHTER 3**

heads up our coverage  
of **SEGA'S** new launch...

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## TOMB RAIDER 3 TIPS!

**PAGE  
49**

Your **16-PAGE** guide to  
Lara's toughest bits!

REVIEWS \* TIPS \* PREVIEWS \* NEWS \* POSTERS \* COMPETITIONS



# SHOGO 昇岡

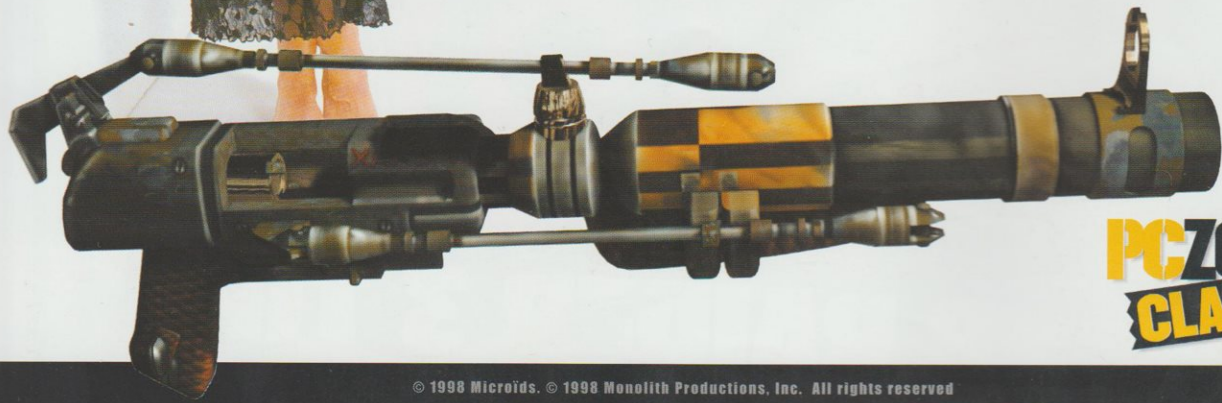
## Mobile Armor Division



# M.A.D.

# NIGHT

# IN !



- Choose to pilot one of four transformable Mobile Armor units (MCAs)
- Two modes of play - on foot and in MCA
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## PCZONE CLASSIC

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## PC CD ROM



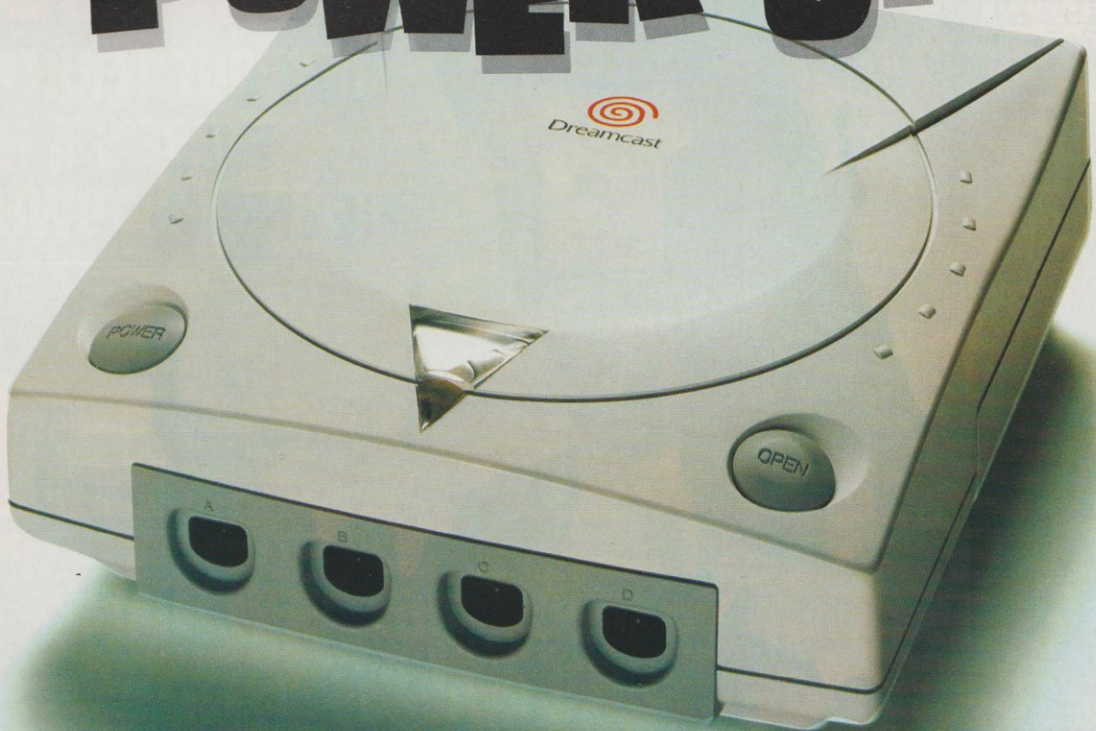




# Games Master

KICKSTART YOUR MONTH WITH OUR GREATEST GAMING MOMENT...

# POWER-UP!



There's no more exciting moment in videogaming than when you press Power on a brand-spanking new machine, especially one that has been hyped up like Sega's Dreamcast. We got our hands on the hottest piece of electronic videogaming wizardry to be unleashed as soon as it appeared on the shelves in Japan!



SO ARE YOU GAGGING TO KNOW HOW IT CHECKS OUT? HEAD FOR... **PAGE 8**





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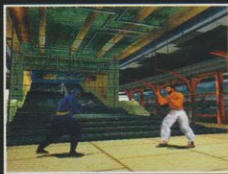
# GamesMaster

## NOW LOADING...

THE WORLD'S MOST EXCITING GAMES MAG BEGINS!

# VIRTUA FIGHTER 3th

LOOK OUT TEKKEN 3,  
THERE'S A NEW  
FIGHTER IN TOWN...



**HOT NEWS!**



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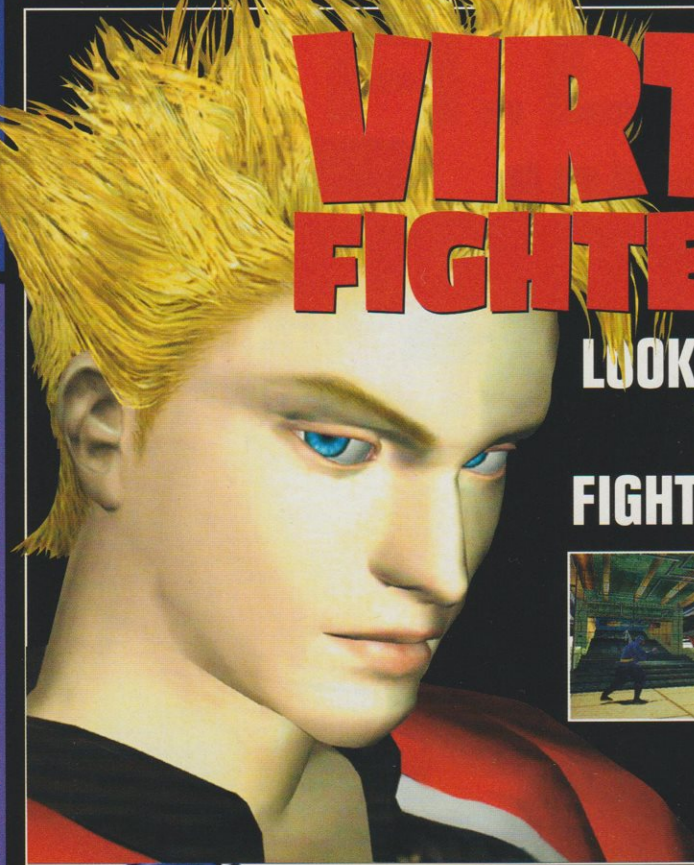
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# 1999



You wanted the best, you got the best.  
The hottest 50 games of the new year...


## FREE POSTERS!

All through this issue there's  
spanking eye-candy to cut out...




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# ZELDA

The greatest story ever told?  
The biggest N64 event of the year reviewed...


**REVIEW!**  **page 78**



# TOMB RAIDER 3

Finish it! Get hands on with gaming's biggest stars...

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# SOUTH PARK


**REVIEW!** **page 94**  
Does Cartman kick or suck ass?



# WLS'99

Can Owen win against the big boys?

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# CRASH 3

The Bandicoot crashes and burns!

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# BUYER'S GUIDE

Just got a machine? You'll need to know what games to buy then!

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## NIPPY FINGERS!

in a rush?  
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# GamesMaster

Who did what in #77?

ZOO!



**MARCUS HAWKINS**  
EDITOR

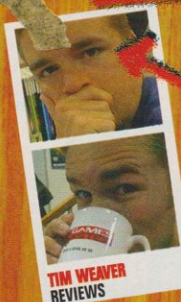
Some of you reading this will be completely new to gaming. Hello there! We're all determined to make 1999 a great gaming year for you. Just see what the team have got planned for the coming 12 months...



**CATHY MCKINNON**  
DEPUTY ART EDITOR



**LES ELLIS**  
DEPUTY EDITOR



**TIM WEAVER**  
REVIEWS



**WIL OVERTON**  
REVIEWS

"I'll be playing more games till they squeal their secrets for you!"

"I'll be making sure the pages of GamesMaster taste better than they've ever done!"



**CHRIS BATES**  
ART EDITOR

**JON BILLINGTON**  
PAGE DESIGN

"My 1999 will be spent hmmm... thinking about each and every one of you."

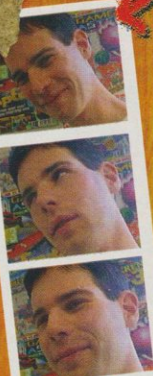


**MARTIN KITTS**  
REVIEWS

"I'll be protecting you from the scum of the universe (bad game developers)."



**ANDREA BALL**  
SECRETS SERVICE



**OLIVER HURLEY**  
STAFF WRITER



**ANDREW COLLINS**  
MASTERCLASS

"I'll be keeping my hands warm with a nice, chunky pad, spewing tips all over the place."



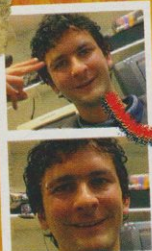
**PETE WILTON**  
REVIEWS/PREVIEW

"I'll be honing my platforming skills so GamesMaster is THE authority when it comes to platform games."



**ANDREW ASHWIN**  
REVIEWS

"I'll be helping the GamesMaster team to pluck the best of your tips for Secrets Service!"



**DAVE WOODS**  
REVIEWS

"For the new year, I'll be demanding more games for the 'Master readers.'"



**STEPHEN PIERCE**  
REVIEWS



**MATTHEW PIERCE**  
REVIEWS

"I'll be spending a nice portion of the year letting you know what the choicest PC games are."



**VICKY CRUMPTON**  
PRODUCTION

"Why hello. I hope to be working hard to make sure all our lovely tips are deadly accurate!"



**STEVE BRADLEY**  
REVIEWS

"I'll be learning how to smile just for these pages. You won't see me smile anywhere else, trust me!"



# With new LEGO® software you can build your own virtual world

What if you could build with LEGO bricks on your PC? What if they were 3D bricks? What if they never ran out? What if the Government banned the words 'what if'? Then what?

LEGO Creator is equally suitable for those who enjoy deconstruction (or blowing things to bits as we say in English).

OK, Mr LEGO pants, so you've built yourself a virtual helicopter. But that's not enough for you is it? Oh no, you have to get inside the cockpit and fly it. Show off.

We asked Biker Bob to say a few words about LEGO Creator. Sadly, he's made from plastic and therefore unavailable for comment. However, you will find this exclusive LEGO collectors item free inside the box.

## Boom!

also available

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LEGO media

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# HOT NEWS

## DREAMCAST ARRIVES

■ 150,000 CONSOLES SOLD IN JAPAN! ■ WE'VE GOT ONE!

By 7:30am, queues had already started snaking their way through the streets of Akihabara, Tokyo's game shop-packed district. Friday November 27th, Dreamcast launch day, was proving more popular than Sega could ever have imagined...

So was it worth the wait? Well, it depends how much you paid for one, really. We've heard of people being quoted prices of

£1800 by unscrupulous importers in the UK! We paid £900 for one of ours, we were that mad for Dreamcast. We don't recommend you do the same (the launch line-up of games isn't strong enough to justify such crazy money).

The machine itself is a beautiful piece of hardware. It's really heavy and solid, and dead tiny! There's no reset button, which feels a bit odd (simply open the lid, put your next disc in and the computer sorts it

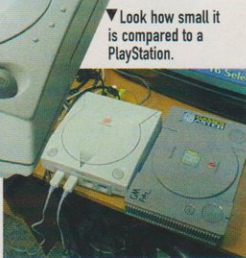
out).

Possibly the weakest bit are the pads, which feel a bit plasticky.

There's still no confirmation on a UK release (we reckon October), but in the meantime, drool over the games...



▲ Only the standard grey pads are out.



▼ Look how small it is compared to a PlayStation.



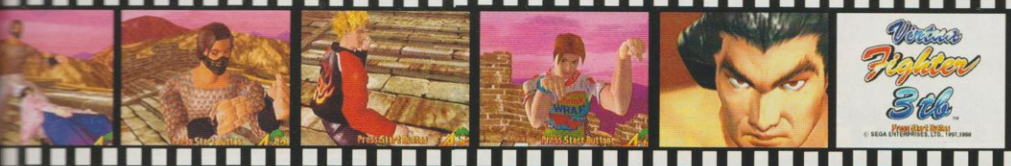
▲ There are two triggers underneath, a bit like the Saturn's NIGHTS analogue pad...



# VIRTUAL







# FIGHTER 3tb

■ FIRST KICKOUT GAME FOR DREAMCAST! ■ SLOPPY GLITCH REVEALED...

As *Virtua Fighter* launched the Saturn, so the port of the highly advanced third installment of Sega's mighty coin-op launches the Dreamcast in Japan.

*Virtua Fighter 3tb* (team battle) is, first things first, an awesome looker. From the large smoothly textured faces of the characters in the intro, to the breathtaking transparency effects lurking in many of the stages, this is the arcade game captured almost perfectly on a shiny disc. The minute we booted up the machine, the GamesMaster office was jammed with journalists from Future Publishing's other gaming mags, and while several people felt the need to point out the slimmed down number

## STAGES!

Most of the arenas have been perfectly brought to life on the Dreamcast (although Shun's raft is a bit disappointing).



▲ The raised areas can be used to an advantage (particularly for low kicks).



▲ The fogging, for once, is supposed to be here, building the atmosphere.

of polygons for some of the characters, the overall impression is one of 'nice one, Sega'.

We don't reckon the pad's very suitable for playing *VF3tb* though. The offset D-pad and attack buttons don't feel comfortable, which probably explains why nearly everyone who

Go through the single-player game, and after seven rounds you get the bonus Dural stage. Cheats are already out for how to select her/it anyway!

bought the game in Japan was carrying a Dreamcast arcade stick under their arm as well.

Moves-wise, everything seems to have made the leap from arcade to console. All the combos seem to be in there, with the speed of the fighters and the range of their attacks all present and equally as impressive as their coin-op counterparts.

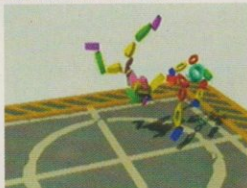
Don't miss next issue, where we'll be giving you much more *VF3tb* detail...

## HISTORY!

Packed into the disc are several movies, one of the most entertaining being the history of the *Virtua Fighter* series. Watch those wireframes clash!



▲ It all looks a bit primitive compared to the awesome Dreamcast version.



▲ *Virtua Fighter: Liquorice All-Sorts Edition* never did get released.



## THE PAD...

As we've said elsewhere, the Dreamcast pad's not too hot when it comes to *VF3tb* (particularly using the default settings, as featured below):

## TRAINING MODE!

We're highlighting *VF3tb*'s training option because it's actually rather weak. You know the drill — press a button on the pad and it gets highlighted on-screen. But that's about it. Why not set the game to two-player and just get stuck into a dummy opponent that way?



▼ After selecting your character, pick an enemy and choose your stage.

## RING OUT!

One of the most interesting (or irritating, depending on if you fall foul of them a lot) aspects of *VF3tb*, is the way the Ring Outs have become epic in their drops. No longer is it just a stumble off a step — you can fall for miles or even drown!



▲ In the subway, Wolf steps over the yellow safety line like a kipper.



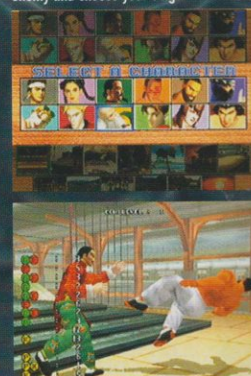
▲ The stumbling great ox loafs backwards and tips over the edge, to his doom.



▲ The camera, in a fit of excitement, peels back to take in the full glory of the stage.



▲ Prior to getting your 'win' footage, you also get to see a replay of the action.





# VF3th SPECIAL BITS!

## SLOPPY GLITCH!

Oh dear. Listen, get two heavy fighters to both stand at the end of the boat in Shun's level and it'll begin to tip. The mad thing is, it keeps rolling and beginning to glitch out, while your fighters begin floating, their limbs wobbling about...



▲ First, load up the barge with two fat boys, as we've done here.



▲ Get near an edge and the whole thing begins to capsize...



▲ ... leaving you hovering, your legs bending like rubber.



▲ Even your character's pose has been infected. Glitch city!

## NEW GAME!

With VF3th, you get a free CD with Sega's Yu Suzuki talking about a new game!



▲ Here's Yu, talking about his colourful gaming history at Sega.



▲ You also get a glance at his new, top secret game, Project Berkley.



# PENPEN TRIICELON

## DREAMCAST'S FIRST RACER IS A HIT!

If there was one Dreamcast game that had the biggest batch of mixed reactions when it was booted up, PenPen was it.

Onlookers (mainly from PC mags) gawped and tittered (at the same time). A cartoon racer? On a new console? Put VF3 back on...

But PenPen's been one of the most played games in the office. One of the comments was: "It looks like an N64 game!" But there are some things you wouldn't see on any other console – the spinning 3D logo, the poke-your-eyes-out sharpness of the character detail and the whole, silky smoothness of the thing. It's kinda like Motor Toon on the PSX.

## PEN TO PEN!

This is where, like the most entertaining racers, PenPen shows its true colours (and boy are they bright). Up to four can take part together.



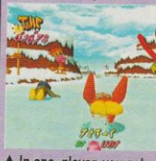
▲ You can tackle any of the four areas in multi-player mode.



▲ Not all of the courses feature ice. Some have grass in 'em...

## HERE'S WHAT YOU DO...

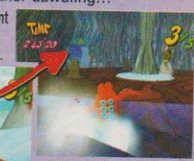
The longer courses feature the three basic bits of PenPen life: sliding on your belly, swimming and running, or rather dawdling...



▲ In one-player, you get an on-screen guide to when to press A.



▼ Reach a checkpoint and the computer controls you for a bit.



▲ The running bits are the weakest element. They're far too slow.

## PLEASE WAIT...

Unbelievably, some people found the loading screens as entertaining as the game itself.



▲ The atmosphere of the game's beautifully set.



▼ A hippo chasing a penguin. Nicely.



I'm pink and I stink



# GODZILLA GENERATIONS

## FIRST IMPRESSIONS OF DC STOMPER!

It's not the fastest moving game you've ever seen but Godzilla Generations does have a certain charm.

Choose from Godzilla or Mecha Godzilla in the beginning – the only difference between them being their theme music, weapons and speed – emerge from the sea and, in reassuring B-movie fashion, stomp all over the Japanese landscape.

Each of the five levels features a different city and there's a time limit in which to destroy it (there's also an option to select a Time Attack mode). A map in the corner of the screen shows where you are and where the military are – they'll attack when you get near 'em – and a percentage rating shows how much of the city has been destroyed. The best way of wiping out the place is with a nifty swipe of your lengthy tail, though you also

have a limited amount of weaponry (such as fire-breathing/lasers).

The initial reaction, from the unruly mob who congregated in the GamesMaster office, was that it was slow and dull (not as nippy as Blast Corps on the N64). It is a bit difficult to control your beast at first but, after a long hard day, there's no better way of unwinding than by crushing human scum.

## BABY FIGHTING!

The Godzilla VMS unit, on sale before the Dreamcast in Japan, allows you to breed your own baby Godzilla critters and, once inserted in the joypad, unlocks a Pocket Monsters-style battle!



▲ Up to four players can take part (as long as you've got the correct VMS).

## GENERATIONS THEATRE!

Do well and you'll access the original Japanese widescreen trailers for vintage Godzilla movies. There are 16 in all, stretching from 1962 to 1995. The better you do in the game, the more you unlock...



▲ All the trailers are fantastic entertainment. Watch the people run in terror...

## IT AIN'T COMPLICATED...

Even though Godzilla is a tad cumbersome to control, the aim of the game is simplicity itself – destroy absolutely everything: the army, houses, even the trees!



▲ Destroy the grey/pink bits on the map.



▲ The time limit is pretty generous.



▲ After a level, your rank is broken down.



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# Lemmings™

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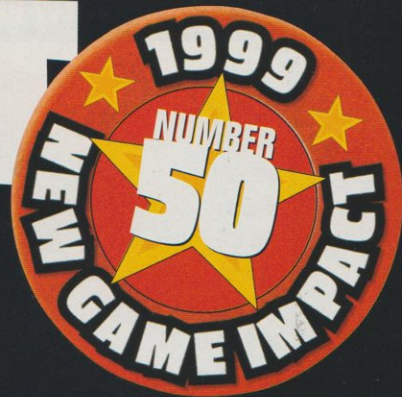
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# ATTRACT MODE

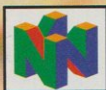


YOUR GAMESMASTER GUIDE TO THE 50 BIGGEST GAMES OF 1999...

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PLUS 26 MORE HUGE GAMES COMING YOUR WAY!	

## NEVER STOP DREAMING FINAL FANTASY 8



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## WATCH OUT FOR WHY IT'LL BE MASSEEEVE!

Find out why we're expecting big things of each game by consulting this handy box.

### SONIC ADVENTURE



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### RIDGE RACER 4 BOY, SHE'S FAST!



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### POWER STONE CAPCOM NEWIE!



p29

### QUAKE 3: ARENA HOT PC SEQUEL!



p32

COMING SOON! FULL GAME RELEASE SCHEDULE — P42



*Final Fantasy 7* caused certain members of the GM team to lose literally months of their lives.

Better book your time off now boys, here comes the sequel!

# FINAL FANTASY 8



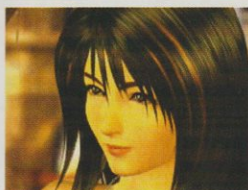
FORMAT PREVIEWED: PLAYSTATION  
PUBLISHER: SQUARE SOFT

OUT: FEB (JAP)  
CALL: IMPORTERS

PRICE: TBC  
PLAYERS: 1

DEVELOPER: SQUARE SOFT  
OTHER FORMATS: NONE

SPECIAL FEATURES: DOUBLE ATTACKS  
NEW CHARACTERS SO FAR: FIVE



There's nowt worse than an eagerly-awaited sequel that fails to live up to expectations - but one game that certainly won't be fitting that description in '99 is **Final Fantasy 8**.

For starters, *FF8* will feature loads of new characters. These include the 17-year-old Irvin Kinnears, who dresses as a cowboy and is a bit handy with the old six-shooters; Moonba, a creature who lives in the desert and drinks blood (yak!) and Kistic Tulip, a teacher at the Garden (see page 17) who is so mysterious that no one even knows what his/her, er, its gender is!

Other key characters are Laguna Loire and Squall. While Laguna has a strong sense of justice and is well-liked and trusted, Squall (who sports a nasty scar on his forehead) is more of a lone-wolf and is expressionless and unfriendly. He also looks a bit like a girl!

As you'll have noticed from the screenshots, the characters now have highly-detailed textures and are more realistic-looking, with the animation having moved away from the heavily-Japanese style used in the previous outing. The backgrounds are similar to those in *FF7* but the view can pan, sweep and rotate as the characters move, allowing for a more cinematic feel.

It won't be out on PAL until the Autumn so, for the time being, feast your eyes on these laavvly piccies...

## SMACK THAT FMV UP...

There are plenty of CG sequences throughout the game that help to develop the narrative...



I model clothes for Kays catalogue!



## LET'S GET IT ON!

Along with retaining some elements of *FF7*, there are plenty of innovations and new touches. *FF8* still has that old chestnut, the random battle, but the strength of enemy attacks will now depend on your character level (from a power bomb for the lowest level up to shooting for level three), so battles throughout the whole game will be more evenly fought. You can also use a 'draw' command, instead of an attack, to pinch spells from an enemy - you can then choose to cast them straight away or hold on to them for later.



▲ The attack system holds one or two new surprises, including double strikes.



▲ Now that, as they say in tacky sports commentaries, has just got to hurt.



▲ 'It's a nasty, glowy-eyed, teething monster,' said Cathy on seeing this.



▲ The bigger they are, the harder they fall. Or the harder they hit you in most cases.

## FREE POSTER

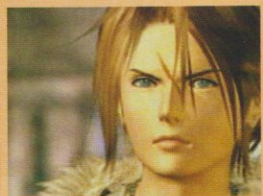
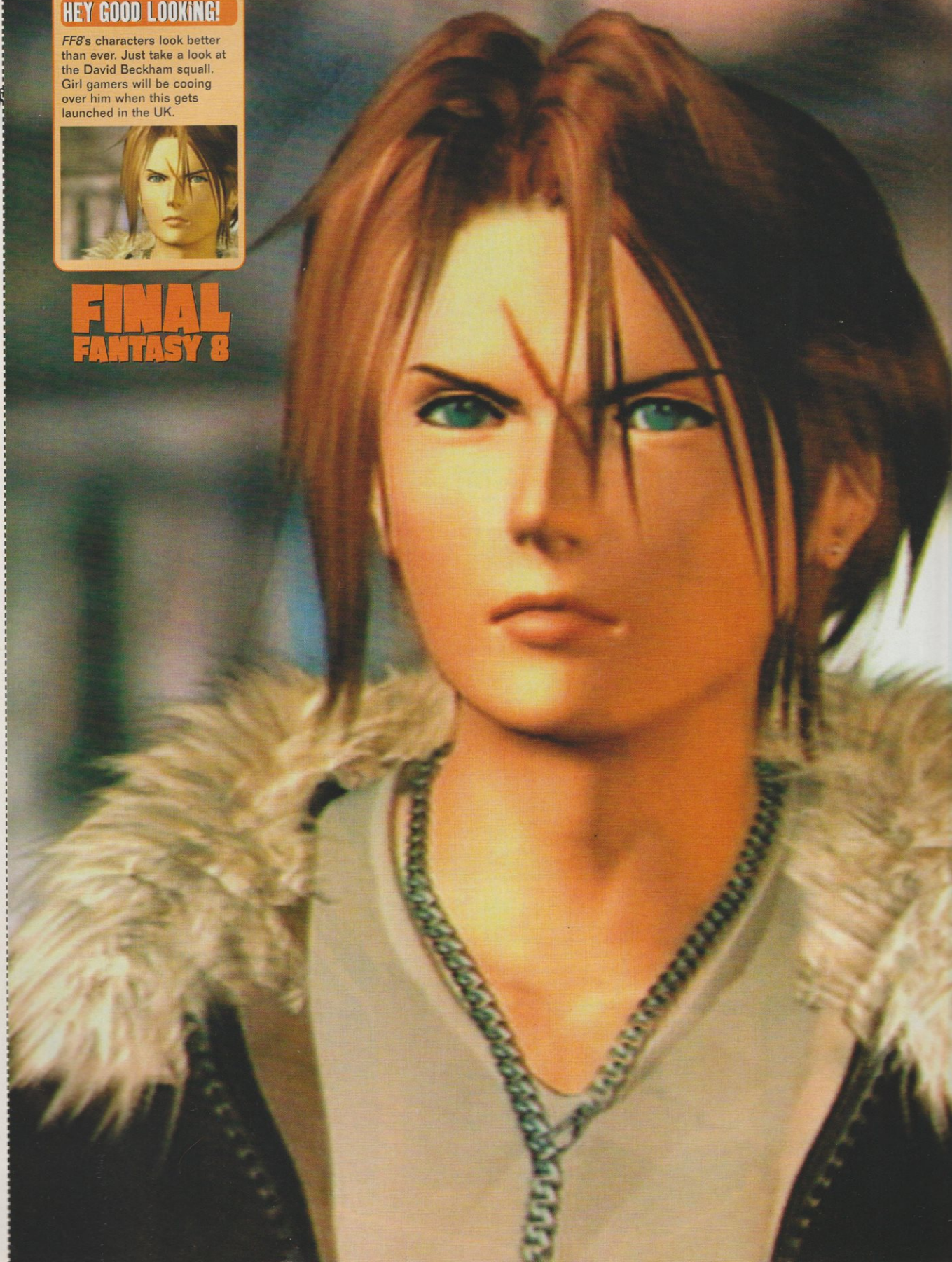
Have the stars of '99's biggest RPG on your wall now.





**HEY GOOD LOOKING!**

FF8's characters look better than ever. Just take a look at the David Beckham squall. Girl gamers will be cooing over him when this gets launched in the UK.

**FINAL  
FANTASY 8**



**Games  
Master**

**i WANT TO TELL  
YOU A STORY!**

Forget Hollywood epics  
that are over in two hours.  
FF8's plot will keep you  
immersed for months  
thanks to amazing CG.

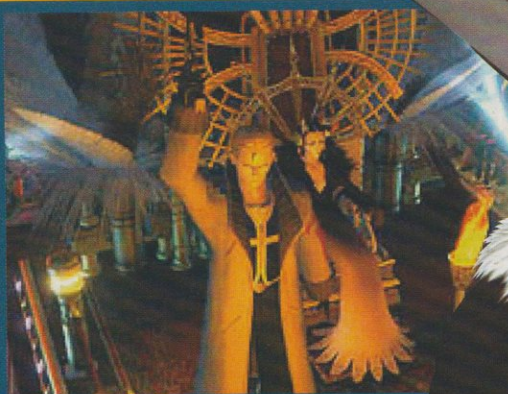
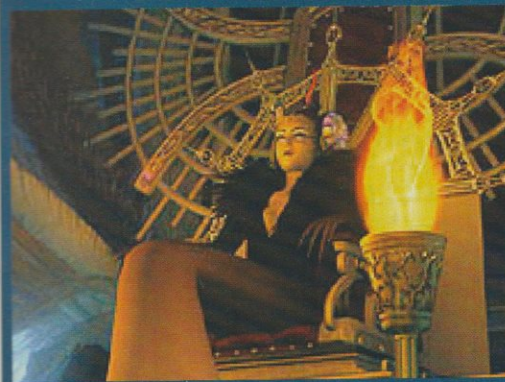


**FINAL FANTASY 8**



## NICE GARDEN!

As you'd expect, *FF8* has a bit of a complex storyline. Central to this is a military school called the Garden, whose students form a sort of highly-trained mercenary group that is independent of any army or government. After negotiations between an army and the higher-ups at the Garden, graduates are freelanced out as commanders but have no say over where they are sent. Squall, apparently, was once a member of SeeD, an elite special forces group that is affiliated with the Garden...



## HAVE SOME OF THIS!

You can select Limit Breaks when a flashing arrow appears next to the standard attack. Not unlike those in *FF7*, the Limit Breaks create an awesome spectacle. Zell, for example, can destroy all but the meanest of monsters with this cheeky little number: he's surrounded by an energy field and flung into the air, before striking downwards, straight through his target...



▲ It may look similar to *Resident Evil 2*'s Licker, but this freak is easier to frag to bits.

◀ The levels look amazing as you walk around, dwarfing even *FF7*'s lush visuals. The detail is awesome.



◀ How did you not see that attack coming? Someone better have a heal spell.

▼ *FF8* is going to be big on your characters interacting with everyone they find.



## DROP DEAD GORGEOUS...

One of the most noticeable differences between *Final Fantasy 7* and *8* is how smooth and life-like the animation is now. Some people may find that, with all the characters now being tall, thin and richly-textured, much of the game's charm is lost, but we reckon you can't possibly complain when the graphics are looking this good!



## WHY IT'LL BE MASSEEEVE!

*FF8* promises to be at least equally as good as its predecessor, if not a hell of a lot better. In fact, we can almost guarantee that, from the moment you start playing it, you'll be sucked into its world and won't leave it again for weeks – if not months! Makes you go weak at the knees just thinking about it.

## WHERE IT'S AT

It's out in Japan in February but it's not due a UK release until around September. Bah, humbug!



Take a gander at issues #71 and #73 for previous *FF8* shots. We'll have more once it's been released in Japan.



# SONIC ADVENTURE



Dreamcast

Previewer



Pete  
Witton

Stop your spinning and start your grinning! it's almost time to break the sound barrier with the hedgehog who won't stop. Say "Sweet baby Jesus alive!" it's Sonic...

FORMAT PREVIEWED: DREAMCAST  
PUBLISHER: SEGA

OUT: DECEMBER (JAPAN)  
CALL: IMPORTERS

PRICE: £TBC  
PLAYERS: 1

DEVELOPER: SEGA  
OTHER FORMATS: NONE

SPECIAL FEATURES: VMS HI-SCORE  
CHARACTERS: 6



Prepare your flabber to be well and truly gasted! As you read *Sonic Adventure* is invading Japan, and from what we've seen... resistance is futile.

It may have slipped, but Sega's most important game ever is firmly on course to become one of THE titles of 1999. Mixing adventure and action, the levels are a juicy cocktail of free-flowing exploration and stunning set pieces. There are six playable characters in all. You start with one character and unlock others as you encounter them in the game.

The only criticisms levelled at *Sonic Adventure* so far are that there's the odd bit of pop-up and slow down, and you may have to wait a full six seconds of loading time for the bigger levels. Six seconds? Bah! Like we care, just give us the hog NOW Mr Sega.

## LAVA WORLD SCORCHED!

Sizzling platformage aho! as Sonic and Knuckles take on the living power of the volcano. Leap from cliff to cliff, collect emeralds and batter the evil metallic baddies. And why not?



▲ Lava land gets all platformy once Sonic's inside. Explore all that molten rock.

► Rings! Gems! Sonic's just as mad for 'em here as in all the other Sonic games.



## ice CAP EXPLORED!

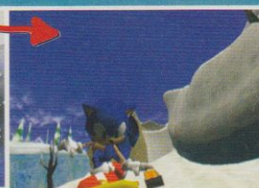
In this amazing snowboarding extravaganza our Sonic has to slalom between obstacles, make spectacular jumps and even out-run an avalanche. The effects are awesome, rivalling even dedicated freeze-fests like Nintendo's 1080° Snowboarding for flaky detail.



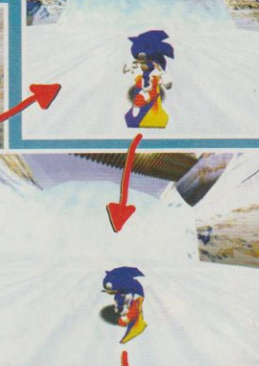
▲ See Sonic flee from the horrid planes sent by Robotnik. Get boarding mate!



▲ Smash through an ice wall before the descent.



▲ Do a trick from the ramp, just for fun like.



▲ Splish! The wicked avalanche is dispersed by some handy stalacmites.



▲ Eek! The bridge dissolves like out of an old disaster movie. Dangerous.

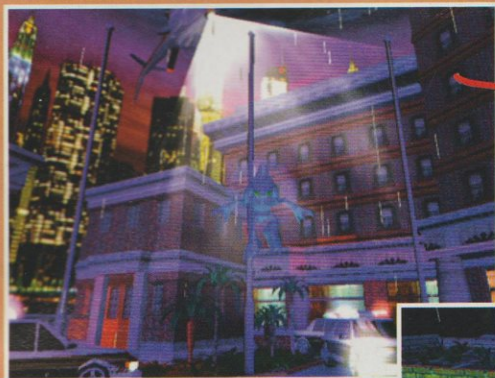


▲ Whoooo! It's a big wall of snow and it's heading right for ya! Faster Sonic!

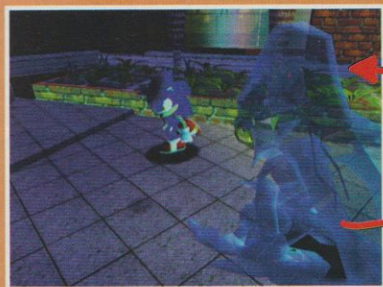


## BEST BOSS EVER!

Look! He's transparent! The fiend! Yes this has to be the coolest boss we've ever seen, an out-pouring of malevolent sea-beast Chaos' loins, he attacks the city and Sonic has to tan his hide. Roll in a ball and squish the see-thru son of a jellyfish.



▲ It's just like that bit out of Predator 2 where the Predator leaps down right and, like, rips Danny Glover's head clean off... Well he would have done if he'd had the bleeding chance ALRIGHT?



▲ Look mate, I'm sorry but it's no good trying to look cute. I can see right through you. I mean this act is just soooo transparent!



▲ "Hear me oh Sonic-chops, for I am the transparent watery one sent by the evil Chaos to squash you like a fly..."

▼ "Here's one I spin-splattered earlier" Sonic teaches him a thing or three.

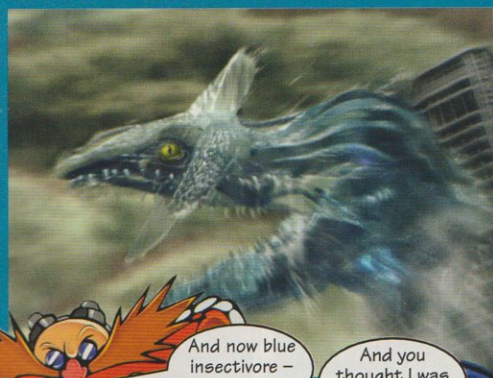


▲ Run away! Now find out how fast Sonic can really go when this horrid boss regenerates.

◀ He didn't like it up him. The boss rockets off, ha!

## THIS IS CHAOS!

Finally, *Sonic Adventures'* evil genius is exposed. This is the water elemental Chaos, unleashed by Dr Robotnik on an unsuspecting world. Can anyone stop this aquatic leviathan and his hench creatures? It'd take a super-charged spiny speedster to defeat a villain like THAT.

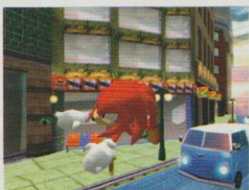


And now blue insectivore - prepare to DIE!

And you thought I was twisted before!

## ACTION... MYSTERY... SUSPENSE...

It seems like *Sonic Adventure* has just about everything. There's super-fast running (Speed Highway), explosive action (Inca), in-depth exploration (Station Square) as well as oodles of secrets and buckets of plot like... who can free Amy and what does Big Cat do with his fishing rod?



► Sonic pretends to be Tom Cruise just so he can run down an exploding tunnel. Tsk, tsk.

◀ Knuckles can leap VW vans in a single bound as well as climb.



◀ You get to be Tails as well and snoop around the city levels. My, that really is the biggest vent we've ever seen. Remarkable.



► Amy is unjustly imprisoned by a big robot. Poor little luv.

## WHY IT'LL BE MASSEEEVE!

It looks gorgeous and promises the kind of speed and lack of fog that Nintendo-owners can only dream of! Then there's the variety. From snowboarding to platforming, blimp shooting to adventuring. There should be something for all in a game that squashes 3D action, platforming and RPG-style plot development onto one CD.

## WHERE IT'S AT

It's currently being snaffled up by those jammy Japanese gamers who get everything before us.

Out now in Japan. We'll be bring you more details and a review on this mega-game as soon as it hits the UK.





# PERFECT DARK

FORMAT PREVIEWED: N64    OUT: SUMMER    PRICE: £TBC    DEVELOPER: RARE  
PUBLISHER: RARE    CALL: (01827) 880 810    PLAYERS: 1-4    OTHER FORMATS: NONE

Oh Joanna Dark, let us count the ways that we already love thee and thou dost not even existeth. You saucy little minx you!

When you're talking about games worth waiting for then top of the list must be Rare's follow-up to *GoldenEye*, *Perfect Dark*. From the moment the word 'sequel' was mentioned, positively pints of saliva were dribbled over the prospect of a game that might actually be BETTER than Rare's Bondian masterpiece.

Well, the months have come and gone and nothing has dispelled this Utopian mirage, *Perfect Dark* just keeps looking more perfect.

Although the game is far from complete, these new shots show that it's growing ever prettier. You can now blow-up troublesome guards with a grenade or stalk the corridors of a research base hunting for alien

specimens – and with textures ten times as detailed as *GoldenEye*'s everything looks gorge-tastic.

Further glimpses of the Egyptian level convince us that it'll be a right purdy battleground, while the interior of the Datadyne building is most likely to be hailed as the new Facility. We just can't wait to blow holes in the walls and use alien bodies as a shield from the (we're certain) non-stop gunplay.



▲ Watch the enemies curl up like those in *GoldenEye*. Lush!



▲ Get up close to an explosion and you'll lose 'life', just like in *GoldenEye*.

◀ Outside the mysterious Datadyne building it's perfectly dark.

## WHY IT'LL BE MASSEEEVE!

*GoldenEye* is still every N64 owner's favourite game so even if they were just putting different levels in we'd buy it. As it is they're adding even more fun elements. Yippee!!

## WHERE IT'S AT

*Perfect Dark* uses a lot of old *GoldenEye* ideas Rare are busy swapping these for new stuff.

Rare are remaining tight-lipped about a release date although next Summer looks most likely. Sooner please!



# POKEMON

FORMAT PREVIEWED: GAME BOY OUT: FEBRUARY (TBC)    PRICE: £TBC    DEVELOPER: NINTENDO  
PUBLISHER: NINTENDO    CALL: (01703) 653 377    PLAYERS: 1    OTHER FORMATS: NONE

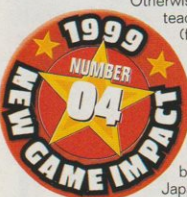
Just when you thought the Tamagotchi craze was over, along comes something even loopier and twice as addictive. Bad *Pokemon*, play dead...

We don't normally let any Tamagotchi-related nonsense invade the pages of *GamesMaster*, but we just had to tell you about the new Pocket Monsters game.

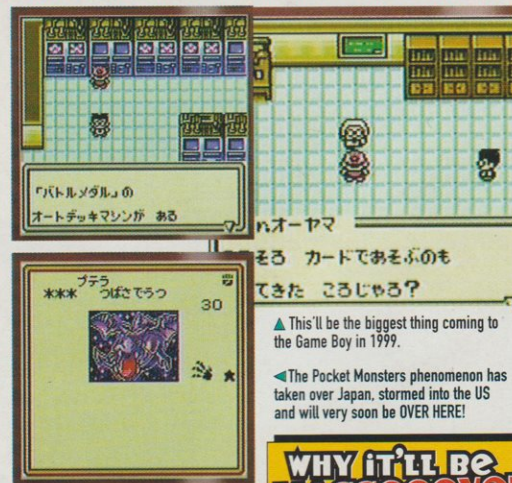
A cross between an RPG, a beat-'em-up and a trading game. The idea is that you can catch, train and fight 150 *Pokemon* (monsters) on your GB.

In RPG mode *Pokemon* has you scouring the land for new pets and confronting the villainous Team Rocket.

Otherwise the action centres around teaching your monster new tricks (fire-breathing, tornado summoning, hypnotism), and then setting your pet on an opponent's and watching the pixels fly. Things start to get complex when you realise that you can not only pit your monster against a mate's via the link-up cable, but you can also trade your wee beasties. Mad, bad and thoroughly Japanese, the *Pokemon* craze looks certain to catch on over here. You have been warned.



▲ The visuals might not be as impressive as *Pocket Monsters Stadium* on the N64, but, awww, just look at the ickle things.



▲ This'll be the biggest thing coming to the Game Boy in 1999.

◀ The Pocket Monsters phenomenon has taken over Japan, stormed into the US and will very soon be OVER HERE!

## WHY IT'LL BE MASSEEEVE!

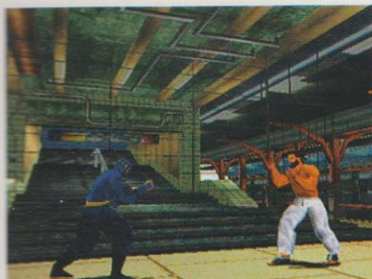
Unlike previous Tamagotchi-type things, there's actually a point to *Pokemon* and that point is to humiliate your mates in combat. Apart from that with the trading and RPG elements it's got to be the cleverest GB game yet!

## WHERE IT'S AT

*Pokemon* is devouring Japan as you read this. There are all kinds of anything dedicated to the little fellas.

Batten down the hatches because the *Pokemon* tsunami is due to strike these shores in February.





◀ Oi mate! Did you just check out my manly chest and pert little nipples!

▼ That's it sweetpea, clench those buttocks, lurch and bend forward.



# VIRTUA FIGHTER 3tb



PREVIEWER:  
PETE  
WILTON

PUBLISHER: SEGA  
DEVELOPER: SEGA

OUT: AUTUMN (TBC)  
CALL: 0181 995 3399

The mother of all 3D scrappers meets Sega's dream console, they hit it off and the result is the patter of 12 polygon punchers...

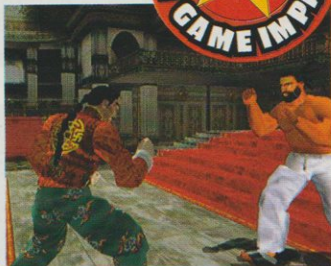


It may not be arcade-perfect but the shiniest conversion of any Virtua game to date should ensure a flying start for Sega's Dreamcast. As we reported in issue #75, the game is adapted from the Model 3 arcade game, and we are

happy to say that as well as Lion, Lau, Jacky, Akira, Jeffry and Duval this version! also features Pai, Hawk, Shun, Taka, Aoi and Sarah.

To make the most of your favourite fighters you'll be able to select a Team Battle Mode, pitching your top three bruisers against an opponent's team. And Sega are bringing out an arcade stick to coincide with the game's release in Japan.

As we write this, we're waiting for our Dreamcast to tip through the GamesMaster letterbox. We know it looks the business, but we're desperate to play the finished version - it's Sega's most important title to date!



## SIX MORE FIGHTERS!

We told you a couple of issues back that Lion, Lau, Jacky, Akira, Jeffry and Dural would be in the home version, but here's some more familiar faces...



PAI



SARAH



SHUN



TAKA



▼ Looks like a fantastic place to kick some butt!



## WHY IT'LL BE MASSEEEVE!

It's Virtua Fighter, innit? The success of the series on the Saturn and the arcades speaks for itself. VF3 is going to be a quality conversion of a quality arcade game. Nuff said.

## WHERE IT'S AT

It's out now in Japan - see this issue's Hot News to find out what we reckon to it!



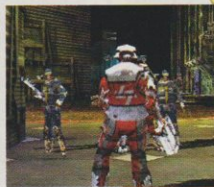
VF3 will pair up with Sonic Adventures for the UK launch of Dreamcast in 1999.

Notice  
anything  
different?





# MESSIAH



FORMAT REVIEWED: PC  
PUBLISHER: INTERPLAY

OUT: SUMMER  
CALL: 01628 423 666

PRICE: £7BC  
PLAYERS: 1

DEVELOPER: SHINY  
OTHER FORMATS: NONE

it's not every day that a game comes along whose hero wears a nappy and goes round possessing other people's bodies...

You may remember us raving about this weirdly wonderful game a few issues back and we have to admit that we're salivating at the prospect of receiving a review copy. Although it resembles a gothic third-person shoot-em-up, *Messiah* has a rather unique twist.

You play Bob, a cherub. Seeing as he's a bit on the weedy side, he has the useful ability of being able to zip around the place and, quite literally, possess the bodies of the other characters in the game. You do this by simply sneaking up behind someone and flying into them, thus gaining complete control over their actions.

Don't be fooled by Bob's sweet looks – haven't you noticed that evil glint in his eye? With so many out-there characters (including the particularly dodgy-looking bloke in tights) and the huge potential for graphic violence, this isn't for the faint-hearted.

The six huge levels of urban decay promise to offer one of the most interactive environments ever. Mix with some cunning (and downright bizarre) opponents, a host of fiendish traps and some seriously impressive graphics, and you've got yourself what looks set to be one of the most compelling games of '99.



# METAL GEAR SOLID

FORMAT REVIEWED: PLAYSTATION  
PUBLISHER: KONAMI

OUT: FEBRUARY  
CALL: 01895 853 000

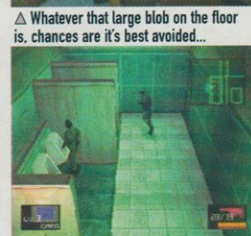
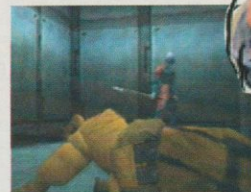
PRICE: £39.99  
PLAYERS: 1

DEVELOPER: KONAMI  
OTHER FORMATS: PC

It's still not out over here yet, but once it is, this is gonna be leaving the shelves of your local gaming emporium faster than a buttered baby from a cannon...

Uh-oh! A group of terrorists have captured a top secret nuclear weapons base and are holding the government to ransom. It's up to a lone soldier, Solid Snake, to rescue two hostages, prevent a nuclear launch and sort out the terrorist threat once and for all. But you know that right? This is no gung-ho waste-everything-that-moves blaster. *MGS* requires stealth, skill and cunning – though, fear not, you do still get to shoot people!

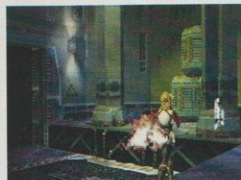
The key to this game is to do everything you can to avoid being spotted by the enemy. They outnumber you massively and, to begin with, at least, are much better armed than you. Fortunately, you have a rather cool radar device that not only shows you where the enemy is, but also displays their field of vision. The game's narrative and sense of tension is fantastic, lending the game an almost cinematic quality. It's short, but believe me, when it's released here in February, it will definitely have been worth the wait...





► Bob doesn't pose much of a threat to other characters. Little do they know you can control their every action.

▼ There's a likely candidate for possession. Quick, steal his soul while he's looking the other way!



◀ You can even possess the bodies of harlots. Hmmm...

### WHY IT'LL BE MASSEEEVE!

Let's face it, the thought of inhabiting other people's bodies and making them do virtually anything, does have a certain appeal. If you've toyed with the idea of forcing a bloke to get into a mincer, now's your chance!

### WHERE IT'S AT

The exact release date is yet to be confirmed, it should hit the shops by the summer. Here's hoping...

It's been a long time coming and it's still gonna be a couple of months until we get hold of a copy to review.



I shall meet you in February UK citizens

► Somehow it looks as if that life gauge will be rapidly decreasing in the very near future.



▼ The scanner in the top right-hand corner is invaluable and will show you where all the enemies are patrolling.



◀ Er, right, whatever you say boss, no problem at all, etc...

### WHY IT'LL BE MASSEEEVE!

Yup, this one's gonna be HUGE. It's an absolute joy of a game to play. It's got just the right difficulty balance. It creates a real edge-of-the-seat atmosphere and you always, always want just one more teeny weenie go.

### WHERE IT'S AT

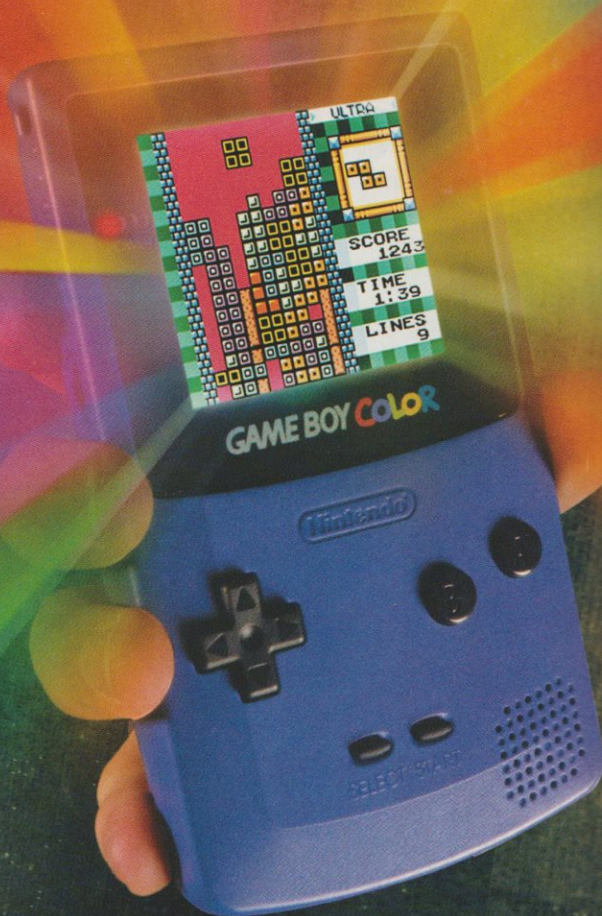
The NTSC versions have been out for a while, but it's not going to be good old British PAL till February.

We should be giving the UK version the trusty GamesMaster review treatment in Issue 78.



SIMULATED SCREEN IMAGE.

Nintendo®



cooler in  
COLOR

GAME BOY COLOR





The *Ridge Racer* series has long been at the forefront of PlayStation driving fun and *R4*, with its sleeky looks and super-fast play, will ensure its legacy'll live on for a while yet...

# R4= RIDGE RACER TYPE 4



FORMAT PREVIEWED: PLAYSTATION  
PUBLISHER: NAMCO

OUT: SPRING  
CALL: 0171 7347737

PRICE: £TBC  
PLAYERS: 1-2

DEVELOPER: NAMCO  
OTHER FORMATS: NONE

SPECIAL FEATURES: NEW GRAND PRIX MODE  
MOTORS: 300+

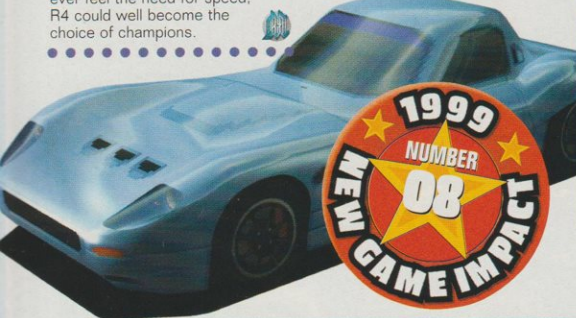


With every PlayStation racer seemingly forced to live in the shadow of a certain *Gran Turismo*, *Ridge Racer Type 4* has got its work cut out if it's going to be as essential as the original was four fat years ago.

Namco certainly aren't doing things by halves – for starters, there are over 300 playable cars, based on different tunings of a basic 45 cars (with different, distinctly freaky designs), along with a number of secret motors. The main gameplaying option, the one-player Grand Prix Mode, sees you take the role of a freelance racing driver, with the aim of winning a Grand Prix-style season.

Although this sounds as if *R4* is placing a greater significance on realism than previous *Racer* titles, the emphasis will remain on pure unadulterated arcade racing action and, most of all, speed, with the driving sensation being similar to that of *Ridge Racer*. It really is one of the quickest driving games we've played recently.

There are now a very promising eight tracks (twice as many as in *Rage Racer*), each of which you'll be able to race round in both directions. Chuck in a split-screen two-player option and, should you ever feel the need for speed, *R4* could well become the choice of champions.



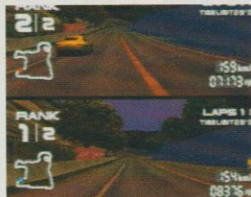
## WOW! LOOK AT THAT... AND THA'... AND THA'...

As per usual with the *Racer* series, Namco aren't using real race tracks but have come up with tracks of their own invention. This, of course, gives them the freedom to use some rather snazzy scenery, from huge mountain ranges to skyscraper-packed cities, along with features such as tunnels, bridges, chicanes and jumps. Settings include American outdoor stadiums and Japanese night courses. Don't get too carried away gawping at the views though, there's probably another corner about to sneak up...



## EYE FEAST!

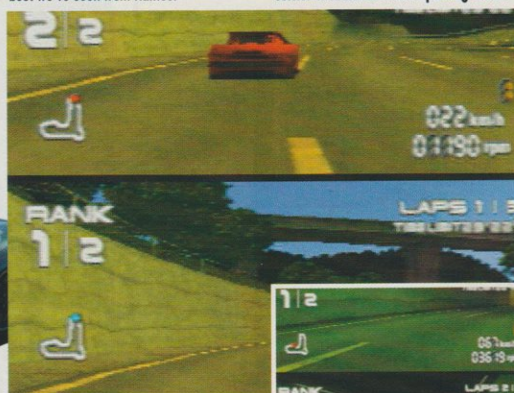
Look at how far ahead you can see into the distance on these screenshots and it becomes obvious that a lot of attention has been paid to the backgrounds. Neither loss of viewing distance or speed will occur in split-screen either!



▲ The lighting effects are some of the best we've seen from Namco.



▲ Every decent developer will use a corner to mask the track updating ahead.



▲ You won't have time to admire the redraw in two-player head-to-head, mind. Although hey, that bridge looks pretty impressive, no?



## RIDGE 1999!

In the single-player game (called *Real Racing Roots '99*) you'll have to choose your options carefully. The team and type of car you decide to go for will both be major factors in your subsequent success (or failure). Between each competition the player may be rewarded with a new, upgraded vehicle depending on their records and how well the team as a whole is doing.



▲ The car selection options are much more mouthwatering than before.



## WHY IT'LL BE MASSEEEVE!

*R4* has so much name value in its favour that it'll sell by the truck-load. As I write this, we've just got a copy in from Japan and can confirm that it *will* sell by the wagon-full! The intro alone's worth about £5 of anyone's money (dare I say more phot-realistic than *Gran Turismo*) and the speed (of the Japanese version) is incredible!

## WHERE IT'S AT

It's out in Japan, so it's just a matter of waiting for the Namco boffins to sort out the PAL version.





# THE CAR'S THE STAR!

R4 features the maddest assortment of cars yet seen in the Ridge series, including the Ditector from manufacturer Lizard and Terrazi's sleek Wildboard!



## R4: RIDGE RACER TYPE 4







# DAIKATANA



FORMAT REVIEWED: PC  
PUBLISHER: EIDOS

OUT MARCH  
CALL: 0181 636 3000

PRICE: TBC  
PLAYERS: ONE

DEVELOPER: ION STORM  
OTHER FORMATS: NONE

Forget the nonsense about a magical sword that enables you to travel through time. All you need to know is that *Daikatana* offers supreme 3D blasting action, all right?



So, another first-person 3D shoot-em-up. "What's so special about that?!" I hear the cynical amongst you cry. Only that the bloke behind it, one John Romero, is also the creator of the classics *Doom* and *Quake*.

More of the same it most certainly isn't, thanks to a number of new innovations that will ensure that *Daikatana* is suitably fresh 'n' fruity. The game boasts two computer-controlled sidekicks that will help you out in your quest to recover the Daikatana sword, unique character attributes (meaning that as you progress you become more powerful), and four very different worlds, each of which is set in a different era.

With a strong focus on content, design and storyline (it promises to have an incredibly chilling atmosphere, and the graphics look set to be as smooth as a proverbial baby's arse).

This is gonna be a great-looking piece of videogaming.

And, as if all that isn't more than enough to keep you going, there are over 60 truly terrifying monsters (and 25 different weapons to sort them out with) spread across 32 levels. We reckon it's most definitely worth getting the old trigger finger in ready and waiting now, in sheer, frothing anticipation...



▲ No 3D shoot-em-up worth its salt would try to get away with anything less than humungous explosions. *Daikatana* has obviously got its priorities sorted out then...



▲ Is that an enormous gun in your hand or are you just pleased to see me?



▲ We're not entirely sure what's going on here but it looks like fun.



▲ There are some pretty nasty monsters along the way. Quick, hide!

## WHY IT'LL BE MASSEEEVE!

The geezer behind this created both *Doom* and *Quake*. He virtually invented the genre, so he knows his stuff. Combine that with the variety of unique touches in the game and *Daikatana* could well prove to be essential.

## WHERE IT'S AT

According to Eidos, everything's still on schedule for the planned release date in March.

We're hoping to get a copy soon so there should be a review of this in the next month or two. Stay tuned...

# JET FORCE GEMINI



PREVIEWER: Oliver Hurley

PUBLISHER: NG4  
DEVELOPER: RARE

OUT MARCH TBC  
CALL: 01827 880 810

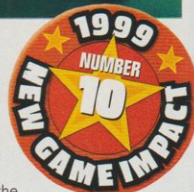
From the people who brought you *GoldenEye* and *Diddy Kong Racing*, comes a brand new 3D sci-fi adventure.



If there's one thing you expect from Rare, it's classy graphics and great gameplay. Well, all right, that's two things but you know what I mean...

An epic space blaster, *Jet Force Gemini* sees the trio of Juno, Vela and their dog Lupus faced with the task of warding off the tyrannical Mizar, who is (wait for it) intent on conquering the galaxy. To complete the mission, you'll need to alternate between each of the three characters (if you're wondering what the point of being Lupus is, it's that he's got jet engines in his paws!) The two-player game offers both cooperation and deathmatch modes, while there are also plans for a cool-sounding four-player 'hunt and hide' option.

With the regulation huge bosses, swarms of enemies, a multitude of weaponry and loads of puzzles and obstacles throughout the beautiful 3D environments, this is going to be a mighty impressive shoot-em-up. Added touches, such as cinematic cut-scenes, and realistic lighting and reflection, only serve to confirm that *JFG* will no doubt be another classic-in-the-making from Rare.



▲ Cute-em-up from the *GoldenEye* bods.



▲ You'll soon get your own back as you've got some rather tasty weaponry yourself...



▲ Best avoided, that lot. Why not get Rufus the flying dog to jet over it all?

## WHY IT'LL BE MASSEEEVE!

It's already received rave reviews from those lucky enough to have seen the game-in-progress at both Atlanta's E3 show and the ECTS in London, and if Rare's past titles are anything to go by, this one should absolutely sizzle.

## WHERE IT'S AT

It's about 70-80% done. Rare are hoping to release it before the end of March. No definite date yet.

Expect more on this in a couple of months or so - it all depends on how long that 20% takes to complete!





# BIOHAZARD CODE: VERONICA



PUBLISHER: CAPCOM  
DEVELOPER: CAPCOM

PRICE: TBC  
CALL: N/A

PLAYERS: TBC  
OTHER FORMATS: TBC

It's not all Sonic cuteness and Rally fun for the Dreamcast. There's a special kind of evil on the way for it. *Resident Evil* if you will...



Remember that bit in *Resident Evil 2* where you found a note on the desk that mentioned that they thought there was another Umbrella base in Europe? That's where the third game in the horror saga is set.

You get to control one of two characters, investigating the weird goings-on and forcibly separating heads from necks when you come face to face with the living impaired.

The preliminary development screenshots that Capcom have revealed, show how they are using the extra power of the Dreamcast to create freakier looking zombies and realistic movement for the main characters. You can bet that the atmosphere will be more intense than before, with richer sound effects and zombie groans. Nothing has been revealed about the plot just yet, other than the Europe thing, but could the *Veronica* reference in the title be anything to do with a V-Virus (we've already had T and G)?

There's huge interest in this one and that's only going to grow as more information and pictures are released. But until then, Capcom are keeping the development team hard at work behind closed doors.

## WHY IT'LL BE MASSEEEVE!

Duh? Zombies, shotguns, atmosphere, scary stuff, gore, gore and more gore. What more could you ask for? This one is going to scare the pants off gamers all over the world. And it's on a dung-hot new console!

## WHERE IT'S AT

Stuck in development hell at the mo. Capcom have just announced a further delay but it'll be out in '99.

We hope that this one sees the light of day by summer. We'll bring you a playtest of the Japanese version then.



# STAR WARS FORCE COMMANDER



PUBLISHER: LUCASARTS  
DEVELOPER: LUCASARTS

PRICE: £29.99  
OUT: SUMMER

PLAYERS: TBC  
OTHER FORMATS: TBC

1999 is going to be the year that Star Wars hits the big time again. Until then movie license game appears, try out this exciting mix...



*Star Wars* crossed with *Command & Conquer* is the stuff of which gaming dreams are made.

And those dreams will be coming true this Summer. LucasArts are taking the realtime strategy benchmark game, and throwing in all the characters and units to give it that Star Warsy feel.

There are several objectives to achieve, including the kidnapping of either Luke Skywalker or Darth Vader. LucasArts are going all out and setting the whole story in a 3D environment that puts its head and shoulders above the deluge of C&C clones doing the rounds at the moment.

## WHY IT'LL BE MASSEEEVE!

Two reasons. One - it's *Star Wars*. Two - it's *Star Wars* crossed with *Command & Conquer*. There are only two things more popular than those - *Coke* and *Quake*. Who wouldn't want to command the Rebels against the Empire?

## WHERE IT'S AT

Delayed until the summer so that LucasArts can put everything into a proper 3D environment.

We'll be watching Phantom Menace, coming home and playing *Force Commander* in the Summer.



You've played the game, now watch the video!

# TEKKEN

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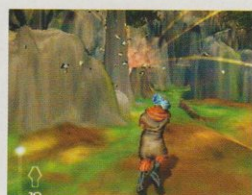
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# OUTCAST

**PREVIEW:** OLIVER HURLEY **PUBLISHER:** INFOGRAMES **OUT:** MARCH  
**DEVELOPER:** INFOGRAMES **CALL:** 0171 7388199

**Genre-straddling, universe-saving 3D adventuring.**

As the improbably-named Cutter Slade, you romp through a parallel universe to prevent the end of the world as we know it! Easier said than done, of course. There will be three different genres sitting side-by-side within the game – along with having shoot-em-up and adventuring elements, there will also be a fair bit of strategy involved.

So rather than just shooting first and asking questions later, there are some characters that it's necessary to keep alive, so they can offer you advice or objects, and you'll have to put your thinking cap on to navigate your way through the extensive maps.

Dazzling special effects and graphics will be provided courtesy of the unique game engine and, if it all comes together, this looks like being that rarest of creatures: a game that defines its own genre.



## WHY IT'LL BE MASSEEEVE!

More often than not, it's a very good sign when a game can't be pigeon-holed into one specific style and *Outcast* appears to be a perfect example. The unique creatures help to ensure that this is going to be anything but ordinary...

## WHERE IT'S AT

The developers are nearing the final stages of completion and it should be ready to go very shortly...

We last had a look at this way back in July and we'll finally have a review early in the new year.

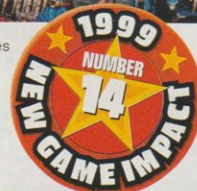
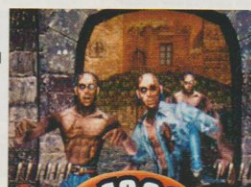
# THE HOUSE OF THE DEAD 2

**PREVIEW:** OLIVER HURLEY **PUBLISHER:** SEGA **PRICE:** £78C  
**DEVELOPER:** SEGA **CALL:** 0181 9953399 **PLAYERS:** 1-2  
**OUT:** WINTER

**It's true – you can't keep a good zombie down, as this Dreamcast blaster proves...**

Few things in life are as satisfying as wasting a few dozen zombies, as the original arcade version of *The House of the Dead* went to show (over 9,000 cabinets of the game have been sold around the world).

Now comes news of a sequel – the first game to use Sega's new Naomi board – and, best of all, there's going to be a Dreamcast conversion. It'll be interesting to see how long it takes between the arcade cabinet being out and the Dreamcast version being released, Naomi being basically a Dreamcast in a cabinet. The way things look at the moment, this could be the most accurate home conversion of any arcade game yet.



## WHY IT'LL BE MASSEEEVE!

As anyone who has ever played *The House of the Dead* will tell you, there's none better in the first-person zombie-slaying department. The prospect of a home conversion of the sequel is absolutely mouth-watering.

## WHERE IT'S AT

The arcade cabinet is still not out in Japan yet, so the Dreamcast conversion is still a fair way off...

We can't wait to play this, and as soon as we hear more, rest assured, we will let you know!



# COMMAND & CONQUER 2 TIBERIAN SUN

**PREVIEW:** OLIVER HURLEY **PUBLISHER:** EA **OUT:** APRIL  
**DEVELOPER:** WESTWOOD **CALL:** 01753 549442

**Few games will create quite as much excitement...**

While some developers make do with a 'sequel' being little more than a minor update of the original version of a game, Westwood has decided to make life difficult for themselves. Although they have already released a prequel to the original *C&C* and two add-on packs, it is only now that a true sequel is emerging.

The emphasis is being placed firmly on fast-paced action, necessitating the use of voxels (3D pixels) instead of polygons, so you don't need a 3D card and can zoom in and out of the action without compromising the pace of the game.

Assuming that the gameplay matches Westwood's usual impeccable standards, *C&C2* could result in being another all-time classic.



## WHY IT'LL BE MASSEEEVE!

It's one of the most eagerly awaited sequels of all time, essential purchase for strategy gamers. It also includes fully-integrated on-line features built into the main game, allowing for easy-access multi-player mayhem!

## WHERE IT'S AT

The developers are playtesting this to death, making this as high quality a product as possible.

The last time we looked at this was back in issue 69 – it'll be ready for review in the next few months.



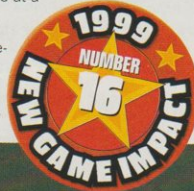
# CASTLEVANIA 64

**PREVIEW:** OLIVER HURLEY **PUBLISHER:** KONAMI **PRICE:** £78C  
**DEVELOPER:** KONAMI **CALL:** 01895 8530000 **PLAYERS:** 1  
**OUT:** SUMMER

**Uh-oh, Drac's back and he's looking for trouble. Best be sorting him out then...**

Anyone who remembers *Castlevania* on the old NES will know that it was almost legendary for its difficulty.

The main development is obviously that this makes use of all three of those wonderful dimensions. Choose between playing Scheinder Belmont the holy vampire killer and Carrie Eastfield, with each character taking you on a different route through the game. You begin by finding yourself in the grounds of Dracula's huge castle in Transylvania and right away there's loads of fighting. A handy cursor automatically locks on to the nearest enemy, allowing you to focus on fighting one creature at a time. These skeletons don't take kindly to defeat – lop off one of their limbs and they'll still attack you! Oh, and did I mention the fire-breathing dogs, the vampire bats and the dragon's-head-on-a-post? There's lots of puzzle-solving and tricky platform sections, all of which you can bet will be far from easy...



▲ Much of *Castlevania's* appeal lies in the spooky atmosphere it creates – just look at that moody lighting!

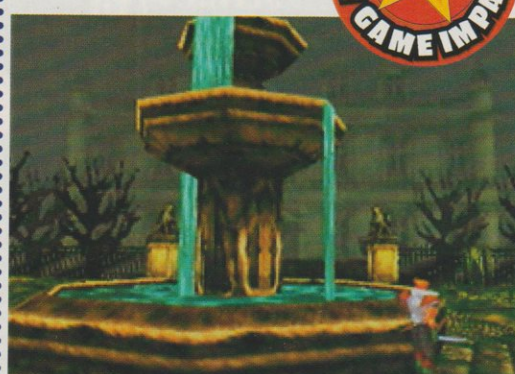
## WHY IT'LL BE MASSEEEVE!

There's some wonderfully gothic scenery, lots of comically-nasty enemies, a neat fighting system, a great blend of fast-paced action and puzzles, and even different endings. This is the first ever 3D *Castlevania* – and it looks great!

## WHERE IT'S AT

The last we saw of this, four levels were completed. The visuals and atmosphere were already in place.

Vampire slayers fear not – we'll have more on *Castlevania 64* over the next couple of months.







**Resident Evil** helped Sony to sell zillions. Can **Power Stone** do the same for Sega? We forced Capcom to spill their guts about their first release for Dreamcast...

# POWER STONE



FORMAT REVIEWED: DREAMCAST  
PUBLISHER: CAPCOM

OUT: TBC  
CALL: IMPORTERS

PRICE: TBC  
PLAYERS: 1-2

DEVELOPER: CAPCOM  
OTHER FORMATS: ARCADE

SPECIAL FEATURES: VMS WEAPONS  
CHARACTERS: TBC



**Power Stone** is doubly important. Not only is it Capcom's first release for Dreamcast, but it's also the first conversion from Sega's spanking new Naomi arcade technology.

Early intelligence indicates that the Dreamcast version will mirror the coin-op very closely indeed, and from what we've seen, graphically it's almost identical. *Power Stone* has a 19th Century setting and lets you pit pirates, Indians and circus performers against each other in a full 3D environment. The idea is that unlike conventional beat-em-ups, not only can you use objects around you as weapons, but you can also climb up or hang from the chuffing scenery, to pull off a particularly stunning special.

Capcom are keeping very tight-lipped (as usual) about the overall object of the game, but rumour has it that (rather like the blade in *Soul Blade*) you're on a quest to find a series of magical stones (makes sense). With the power of both Sega's Naomi and Capcom behind it, *Power Stone* is set to be yet another classy Dreamcast offering.



## THERE GOES THE SCENERY!

Taking a pasting? Then use the scenery to your advantage and escape your opponent's attentions. Run up the wall! Climb up steps! Swing from lampposts for a supa-dupa kick!



▲ Daytime is when most of the action happens. Everyone's up and about.



▲ When dusk sets in you might find folk not so willing to talk.



▲ And in the dead of night guards might not be at their posts.



▲ A bit of fancy footwork on the steps never fails to intimidate...

## THE USUAL TACTICS...

OK, so you can hit each other with objects, but punching, kicking and grappling are also allowed and, as you'd expect of a Capcom game, there are plenty of spiny, throwy moves to keep even the most diligent of street fighters thoroughly occupied. HADOKEN! Sorry.

► Bit of a spiny throwy type move occupying these fine gents at the mo'.



## SHIP AHOY!

Much of the action takes place in the hold of a ship (looking rather like a stage out of *Bushido Blade*), with (literally) ship loads of barrels and beams to play on and enact your pirate fantasies. These come in dead handy in a fight too.



▲ Look, the fella in the shop assured me that big swirls and bell bottoms were in!

## LETHAL WEAPONS!

Tired of that old Habitat furniture? Then smash it right up on your opponent courtesy of *Power Stone*'s Big Idea™ that anything can be turned into a weapon.

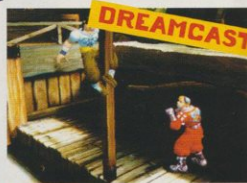


## ARCADE PERFECT!

While *VF3* may not be able to quite match its cabinet-housed cousin, *Power Stone* is looking every inch a perfect conversion. We've used both arcade and Dreamcast shots on this page and as you can no doubt see, it's absolutely impossible to tell the difference!



▲ Here 'tis in all its multi-medium, polygon-zinging glory



▲ There are slightly fewer polygons on the Dreamcast, but you won't notice it.

## WHY IT'LL BE MASSEEEVE!

Capcom and Naomi. Together the new machine on the block and the oldest fighters in town are sure to whip up a storm of a bruiser. Examine these shots, prettier than Cameron Diaz in the buff. The potential to carry weapons from your Dreamcast version via the VMS to the arcade version is there too. Amazin'!

## WHERE IT'S AT

Capcom are currently tweaking *Power Stone* to ensure that there's never a dull nanosecond.

No release date has been set as yet although it's likely to follow hot on the heels of *VF3*. We'll keep you posted.



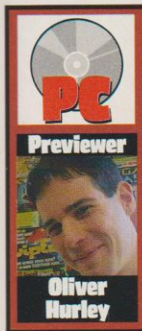


**whenever, wherever,  
reach for the sun.**









There's only one game that could possibly challenge the popularity of *Quake 2* on the PC. *Half-Life*, *Unreal* and the rest, great though they are, can't match the hunger for...

# QUAKE 3 ARENA

FORMAT PREVIEWED: PC  
PUBLISHER: ACTIVISION

OUT: SPRING/SUMMER  
CALL: 01895 456700

PRICE: £44.99 (TBC)  
PLAYERS: 1 TO LOTS

DEVELOPER: ID  
OTHER FORMATS: NONE PLANNED

SPECIAL FEATURES: NONE  
CHARACTERS: 20 (TBC)

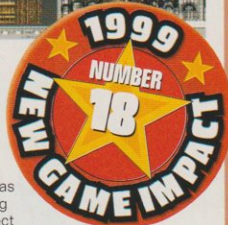


A lot is expected of *Quake 3 Arena* but – judging by recent progress reports – Id are more than up to the task of satisfying the hordes of restless *Quakesters*.

There will be the same basic structure as *Quake 2* but every area of the game is being reworked and improved on (would you expect anything else?).... Frame rates are up, the graphics have been totally redone (the game's 3D characters are looking fantastic) and there are more cool effects than you can shake a stick at.

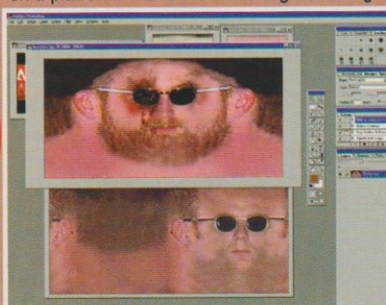
There are a number of departures from past conventions. The single-player game, for instance, will bear more resemblance to a deathmatch than it did previously – the idea being that, whatever the number of players, the style of game will remain the same.

Id's level designers are hard at work to ensure that, apart from each level looking gorgeous, their layout has been tweaked to perfection. Early levels, for example, will be simpler to give beginners a chance to get the hang of things. And, mmmmm... new weapons. There'll definitely be a flame-thrower and Id have been quoted as saying that they want to make the violence as graphic as possible, so we can look forward to some of the most spectacular-looking deaths ever...



## WE'LL LOOKY HERE...

The heads and torsos of the characters will now turn more realistically, so you can tell where an opponent is looking even if they're at the far end of a long corridor or high up on a platform. That's the brilliant game designers for you...



Four digital pics are taken for each face and mixed together, so that when a character turns there won't be any join!

The ultimate aim is to ensure that you can tell people are looking at when you give 'em death.

## DIE, SUCKA!

*Quake 3* features an option allowing you to pre-program custom animations that'll be played when an enemy dies!



Each character is made up of 1000 polygons to prevent 'blockiness'...



There'll be 20-30 frames for your 'winning' custom animation.



## BETTER LOOKING THAN EVER BEFORE!

As these early screenshots demonstrate, the 3D environments are already looking well classy. The first levels will be flat to give you a chance to get the hang of things. The mind boggles at how good this will look when it's fully completed.



And these are just the early shots. Imagine, if you will, the final game...

The textures used in this sequel are a real leap on from *Quake 2*'s.



Gothic architecture forms a basis for many of the areas. There's also a Geiger feel to some (see below), as well as industrial landscapes.

*Quake 3*'s level designers have been using new 3D tools, enabling them to include loads of curves...



## WHY IT'LL BE MASSEEEVE!

This is the sequel to *Quake 2*, arguably the most popular PC game ever (especially when it's networked around the Future Publishing offices late at night...) and, as such, is one of the most important releases of 1999. What more is there that needs to be said?! Perhaps only that we demand its release! Tomorrow!

## WHERE IT'S AT

Activision are remaining tight-lipped about an exact release date, so there's clearly loads left to do.

This is gonna be HUGE and we'll be giving you more news and screenshots over coming issues...





# DRIVER

FORMAT REVIEWED: PSX  
PUBLISHER: TBC

OUT: SPRING  
CALL: TBC

PRICE: TBC  
PLAYERS: 1

DEVELOPER: REFLECTIONS  
OTHER FORMATS: PC

If tearing through the streets in a huge '70s muscle car sounds like fun, that's probably because it is...

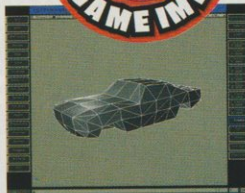
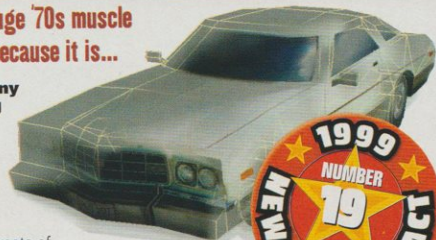


It doesn't matter how many different circuits a racing game has, you still don't have a great deal of choice about where you can go. You can either follow the track or, err... This is where *Driver* comes in.

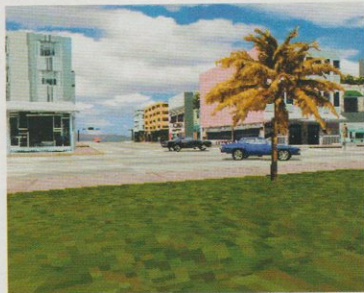
Based on movie car chases, it allows you complete freedom of movement through the streets of four realistically-rendered American cities – Miami, Los Angeles, San Francisco and the Big Apple itself, New York – each of which have over 50 miles of road.

As a freelance getaway driver, you can choose between a number of missions in each city, and you are at liberty to complete them in whatever manner you see fit. So if that means racing around the place at 100mph on the wrong side of the road, intentionally smashing into garbage cans and other vehicles, then so be it. Once you complete a mission, you can watch a replay of your car chase, choosing different camera angles and positions.

Of course, it doesn't sound entirely dissimilar to *Grand Theft Auto* but, while *GTA* went for a 2D cartoon feel, *Driver* places the emphasis on realism, to the extent that, should you fancy a break from it all, you can just pull up at a gas station and watch the world go by. How nice.



▲ All of the cars promise to be rather delicious-looking.



▲ You can go anywhere, though we're not sure if you can drive into the sea...



▲ Go on, charge at them head-on at full speed. You know you want to.



▲ The finished game will have shed-loads of stuff to drive in to. Cool.



▲ You can choose to follow the Highway Code or drive like a loony. What'll it be?



▲ You'll need to pull up outside some dodgy bars to meet the right people...

## WHY IT'LL BE MASSEEEVE!

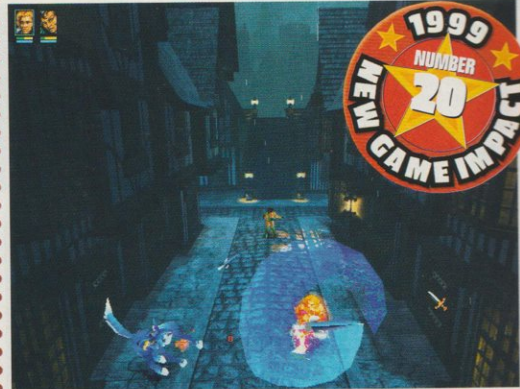
Hmmm, you're at the wheel of a big American car, you're a high-speed getaway driver, and you're in the middle of New York. If that isn't a recipe for fun, then what is? Let's just hope the gameplay lives up to our high expectations.

## WHERE IT'S AT

Reflections are currently adding more missions and cut-scenes to the game...



A publisher should have been confirmed by the time you read this so we'll have a review soon!



# SILVER



PREVIEWER:  
Oliver Hurley

PUBLISHER: INFOGRAMES  
DEVELOPER: IN-HOUSE

OUT: FEBRUARY  
CALL: 0161 827 8000

Epic, fantasy RPGs may not be everyone's cuppa tea, but Infogrames *Silver* could change all that...

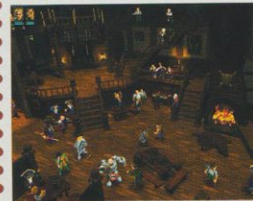


You tend to know what you're getting when a game is described as being an action-based RPG, so it's a big relief to learn that *Silver* is aiming for something a little different.

For starters, all the combat takes place in real-time so that, unlike *FF8*, battles are not based on simply taking turns to trade blows with one another. The characters in *Silver* can be moved around at any time, while the fighting controls are based on an incredibly simple and easy-to-use system.

Control between the game's seven heroes can also be swapped whenever you fancy it, so if one character is closer to dying, you can switch to them to give them a helping hand, while the AI will take control of the rest of your characters.

There are loads of possible eventualities in the game and the developers have placed an emphasis on combat rather than solving obscure puzzles. This, along with the straight-forward control system, should widen the game's appeal to arcade/action fans. If *Silver* is everything it claims to be then, come February, we could be in for a treat.



▲ Let it all hang loose as you boogie on down at the local tavern.

▼ If you ask us, those big swirly things look like trouble...



▲ Now that's a very green dragon if ever we saw one. Maybe it's called Puff?



▲ Times were tough in the olden days, you know. When I was a lad...

## WHY IT'LL BE MASSEEEVE!

Despite the 20 huge levels and seven characters at your disposal, the key to *Silver* is its simplicity to control. Combine that with the atmospheric gameplay, and this promises to be something a bit special...

## WHERE IT'S AT

It's about 95% complete now, so it should be ready for its scheduled release date of February.

With a bit of luck, we'll have a copy in to review for the February issue, which hits the streets on 28th January.







Previewer



Pete Wilton

Be afraid. Be VERY afraid. No, be even more afraid than that. Imagine the most afraid you can possibly be and then

treble it. You are now ready to experience the terror that awaits you...

# SILENT HILL

FORMAT PREVIEWED: PLAYSTATION  
PUBLISHER: KONAMI

OUT: NOVEMBER  
CALL: 01895 853

DEVELOPER: KONAMI  
OTHER FORMATS: NONE

SPECIAL FEATURES: DUAL SHOCK  
DIALOGUE: AMERICAN



**Shush.** If you don't make a sound maybe the skinless baby will go away... Then again pop the little mutant full of lead! Welcome to the unliving nightmare of *Silent Hill*, surely the nastiest, most gruesome game ever to bless the PlayStation land, yes, we mean even more horrible than *Resi Evil 2*.

As previously reported *Silent Hill* is kind of *Resi Evil*'s even more cunning big brother. A spine-tingling mix of creepy camera angles, ugly adversaries and buckets of 'behind you!' fog and night-time effects to make you afraid of what's a-lurking in the darkness.

Suspense is what *Silent* is all about. Keeping... you... waiting... before going AAHHHHHHHHH! loudly in your earhole, as strange scary things leap out and feast on your bits.

Just to really freak you out, the locations are a lot more ordinary than *Resi*'s unbelievably labyrinthine police station. The school is especially spooky as you wander past kids' drawings and lockers before being ambushed by a gang of knife-wielding babbers, or rabid cockroaches. Then there's the fact that everything happens in near pitch darkness with only a torch to illuminate the gorey goings-on. Yes folks, this is a game that would cure the constipation of a woolly mammoth. Pure psychotic goodness.



## SCARY PLOT!

You are Harry Mason, a regular Joe who, when out with his cheeky, young daughter Cheryl happens to have a car crash. Harry is knocked unconscious and when he comes round he realises Cheryl has legged it to a nearby spooky town. Harry investigates and bumps into bosom-badged motorcycle cop Cybil. An evil nurse pops up, and the strangeness really begins. Is it a dream? Is it a bad case of the heebie-jeebies? You betcha.



Is it a bad case of the heebie-jeebies? You betcha.

## Air-RAISING!

Attacks don't just come from small children with cutlery either. Outside in the mist a gargoyley thing swoops down and sinks its claws into your scalp. Fight it off with your gun, pocket knife, anything – just get rid of it!



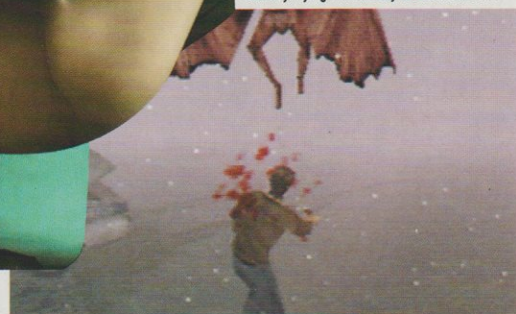
▲ Jeez-us! That filthy bleeding dog!



▲ The mist hugs you like your nan...



▲ Then, from over the roof of the car comes the leathery, flying monstrosity we mentioned...



▲ Gash! Its claws rake your fat head like knives through fatty bacon. He's a fast beggar too...

◀ With hardly time to catch your breath (or even a cold), he's back, but you're ready...



## NASTY BITS...

If you thought *Resident Evil* was too creepy then don't even think about saving your pennies for *Silent Hill* because it's ten times as hair-raising. Maybe it's the camera angles, maybe it's the brilliant music, maybe it's because I'm a Londoner... or maybe it's because everything is so dark – frankly we don't care, we just know that the gore-laden battles put ol' *Resi* to shame.



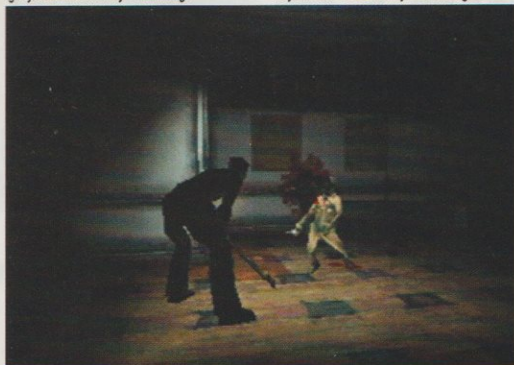
▲ See what we mean? *Resident Evil* was gory, but this is truly disturbing.



▲ You'll often end up with things chewing at your knees as if they were burgers.



▲ Bugs are pretty easy to despatch, but they don't half make a mess...



▲ It's just so damn gloomy! It's difficult to show off the fantastic 'wobblevision' camera Konami use in *Silent Hill*. But just try and imagine looking through a monster's eyes...



▲ *Silent Hill*'s not the sort of game you'll play in a well-lit room (even though you'll want to). You won't be able to see anything!



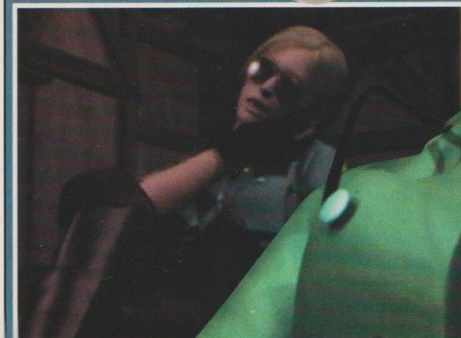
▲ That's right Harry, shine your freaking torch at the skinless thing...

## DUAL SHOCK HORROR!

The monsters? The setting? The music? Nope, the scariest thing about *Silent Hill* is the way it works with the Dual Shock pad. Get to a spooky bit and the tiny gubbins inside begins to thump in a rhythmical fashion, replicating your frenzied heartbeat. Too odd for words.



Yeah, one pepperoni... extra cheese



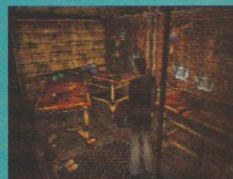
▲ Nice knee-highs.

## IS THERE ANYTHING THERE?

Like the best horror flicks the real tension is all in your head as you explore the spooky corridors and eerie mine shafts. It's almost more scary when you think there's something there and there isn't. Almost...



▲ Toilets are the traditional roosting place of evil. Flush it out, Harry!



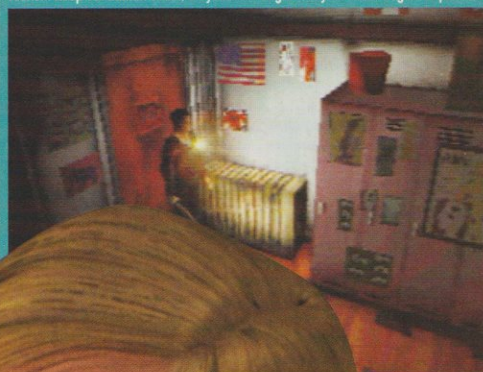
▲ Some of the scenes look like they've been vacated in a bit of a hurry...



▲ This... means something, we reckon. Keep out human scum, maybe?



▲ It's when you see things from this angle that your heart begins to pound.



▲ Are there no bloody lights in this shetting place?

▼ It's like something's watching you when the camera follows you...

## WHY IT'LL BE MASSEEEVE!

Konami are on a roll at the moment what with *Metal Gear*, *Kensei* and now this. The detail and sheer gumption Konami put into their games is astounding and in the case of *Silent Hill* it could produce the most polished, most suspenseful horror-game ever.

## WHERE IT'S AT

Konami are still polishing their little gem of evil and making sure that it spans *Resi* royally.



*Silent* debuts in Japan this March, with a UK release date of November. Watch this space...



# ALIEN Vs PREDATOR



PREVIEW:  
Oliver  
Hurley

PUBLISHER: FOX INTERACTIVE OUT: APRIL (TBC)  
DEVELOPER: REBELLION CALL: 01753 549 442

The ultimate Clash of the Titans, *Alien vs Predator* A potent mix of top graphics, ace gameplay and gore.



Choose from three characters – Predator, Alien or humble marine – and immerse yourself in what could very well pass for a scene from *Aliens* itself.

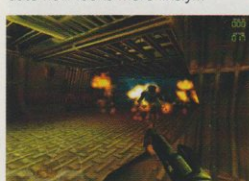
The 3D engine has been designed specifically for the game, creating an atmosphere that is as tense and claustrophobic as any of the six films that the two mutants have 'starred' in between them.

Each of the three characters (who all have their own distinct strengths and weaknesses) have different missions, with various goals and objectives to reach, so there's more to it than just killing or mutilating everything in sight. Saying that, it's still based around a healthy degree of slaughter – which naturally, takes place in a suitably gruesome fashion.

Central to the game is the sense of sheer pant-wetting panic that it creates, primarily through the spectacular AI. There's no time for hanging around as you're constantly being hunted – not only are the aliens able to track you down, they can also work out the quickest way of reaching you.

Fortunately, there are a fair few weapons at your disposal, including nearly all the ones from the films. Bung in the multi-player deathmatch mode as well, and you've got yourself one tasty destruction-fest.

As you'll probably notice in 'Coming Soon!' we were originally expecting this to be out in February but an April/May release date now looks more likely...



▲ You wouldn't want to meet this lot down a dark alley (or a light one, either).



▲ The moody visuals help to create the incredible sense of tension in the game.



▲ Just be glad he's not aiming at you.



▲ Oh dear, there'll be tears by bed-time...

## WHY IT'LL BE MASSEEEVE!

The attention to detail, the superb graphics, the tense gameplay, the variety of both single and multi-player options and the chance to actually be Alien or Predator will all help to ensure that you're on to a good thing with *AVP*.

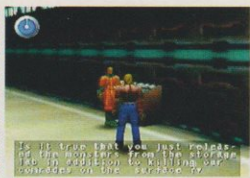
## WHERE IT'S AT

Although most of the levels and artwork are nearing completion, there's still a lot of work to be done.



Fingers crossed, this'll be out in April, but if you can't wait we'll have more news and screenshots next issue...

▲ Everything goes a bit green and funny if you're playing as the Predator...



# HYBRID HEAVEN



PREVIEW:  
Oliver  
Hurley

PUBLISHER: KONAMI OUT: MAY (TBC)  
DEVELOPER: KONAMI CALL: 01895 853 0000

If huge sci-fi adventuring based on alien invasion tickles yer, then read on...



We're not entirely sure what the title means but think of a massive, futuristic RPG with an ingenious fighting system, and you'll have a fairly accurate picture of what *Hybrid Heaven* is all about.

There's not quite as much freedom of movement as there is in something like *Mario*, but this is still far from linear. There's a maze-like feel to the game and you really need to pay attention to what's going on to pick up all the clues along the way.

The fighting system is where *HH* really excels though – it's far easier to get the hang of than the traditional form of RPG punch-up, and is as accessible to shy first-timers as it is to role-playing veterans. The storyline currently makes very little sense indeed, but there's still plenty of time for the developers to worry about that!



▲ One of the game's strong points will be its unique fighting system.



▲ We don't know why he's crawling, but there's bound to be a good reason!

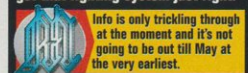


## WHY IT'LL BE MASSEEEVE!

If the fighting technique ends up being as good as it currently looks this could be something very interesting indeed. And the lack of farming villages and taverns in an RPG is certainly no bad thing!

## WHERE IT'S AT

It's about 60% complete so there's still plenty of fine-tuning to do, to get that fighting system just right.



Info is only trickling through at the moment and it's not going to be out till May at the very earliest.

# DUNGEON KEEPER 2



PREVIEW:  
Oliver  
Hurley

PUBLISHER: ELECTRONIC ARTS CALL: 01753 549 442  
OUT: SUMMER 99 DEVELOPER: BULLFROG

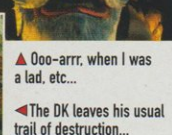
If there is such a thing as an action-strategy game, then *Dungeon Keeper* was it.



Take control of your dungeon and the truly horrible creatures that dwell within it, build a devastating array of traps, cast spells and create a general air of chaos, havoc and destruction.

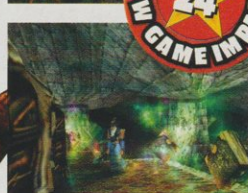
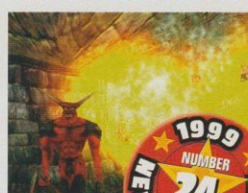
This new instalment of the game offers awesome 3D graphics, refined gameplay (with more emphasis being placed on combat strategies), along with a number of new characters, including the ominously-titled Black Knight (adept in the chaos arts), and the Dark Elf (watch out for his deadly bow skills). A training room allows your creatures to improve their skills too.

Spells have also been visually upgraded to create some cool effects, such as the Tremor which violently shakes the screen, toppling creatures and collapsing walls. The new Possession spell will also allow you to inhabit the body of any minion, seeing things from their perspective and controlling their actions...



▲ Ooo-arr, when I was a lad, etc...

▲ The DK leaves his usual trail of destruction...



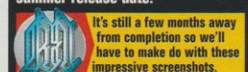
▲ The dungeon itself looks wonderful while the Keeper is as nasty as ever.

## WHY IT'LL BE MASSEEEVE!

To say this is one of the most anticipated games of '99 would be an understatement. Not only does it improve on the original with its host of new creatures, spells and traps, the graphics and animation promise to be awe-inspiring.

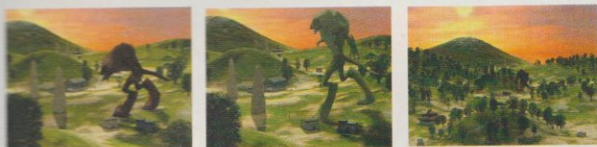
## WHERE IT'S AT

Bullfrog still have plenty left to do before it's ready for its provisional summer release date.



It's still a few months away from completion so we'll have to make do with these impressive screenshots.





# BLACK & WHITE

PREVIEWER: Oliver Hurley  
 FORMAE: PC  
 PRICE: TBC  
 PUBLISHER: ELECTRONIC ARTS  
 DEVELOPER: LIONHEAD  
 CALL: 01753 549 442  
 OUT: AUTUMN '99

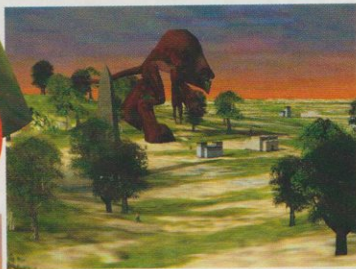
Torture, tame and nurture a creature that responds to your own personality and make historical human races worship you.

As a powerful sorcerer who rules over various tribes living on an island in perfect harmony, your task is, quite simply, to make them worship you. There are various ways you can go about this – you could for example, be extra nice towards them or, should you so desire, you can be a bloody nasty piece of work. It's up to you.

As the game begins, you influence the actions of the nearest tribe (you can even teach them to play football!), causing your magical powers to increase – and allowing you to start creating your creature. Its appearance – and that of the whole gaming environment – will depend on the player's actions, so it can range from being angelic and adorable to terrifying and ugly.

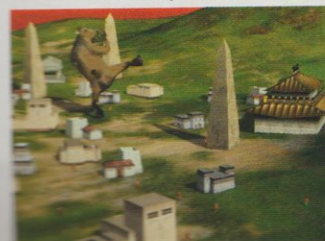
The scope of the game is incredible. You are able to pick up any living thing on your land, whether it be a sheep, lion or human being, and do whatever you like to it, from gentle stroking to, er, torture.

Once you get further into the game, computer-controlled players will be introduced, forcing you to alter your strategy. The amount of detail is going to be incredible, while the control system is meant to be so intuitive that you won't even need to refer to the manual!



▲ The landscape changes to reflect how you're playing the game – and how well you're treating the tribes...

▼ What is that weird-looking creature?



## WHY IT'LL BE MASSEEEVE!

If *Black & White* delivers as much as it promises, it'll be a near-revolutionary gaming experience, with almost everything altering depending on your personality and how you decide to tackle the game. Control-freaks of the world rejoice!

## WHERE IT'S AT

Still lots to do, including work on the music. The overall look of the game is yet to be decided on.

More on this as and when we get it, but it's not set to be released until towards the end of the year...

# LEGACY OF KAIN SOUL REAVER



PREVIEWER:  
Oliver Hurley

FORMAE: PLAYSTATION  
DEVELOPER: CRYSTAL DYNAMICS

PUBLISHER: EIDOS  
CALL: 0181 6363000

You're a vampire who's lost his wings and you're not best pleased. Time for sweet revenge then, in one of the best-looking PSX games ever...

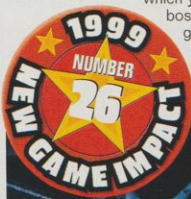


Vampire Prince Kain inadvertently creates a blood-sucker named Raziel, who is even more powerful than he is. So the prince gets a major cob on and tears Raziel's wings off. As Raziel, you're not overly impressed about this and are determined to get your own back.

Storyline aside, *Soul Reaver* looks fantastic, not least due to its use of a morphing 3D engine that allows smooth realtime transitions between the game's two realms.

You have the ability to swim and control the direction in which you look, and there are 11

bosses and 20 kinds of enemy to get through before you reach Kain himself. There are also a number of weapons and spells to pick up along the way...



## WHY IT'LL BE MASSEEEVE!

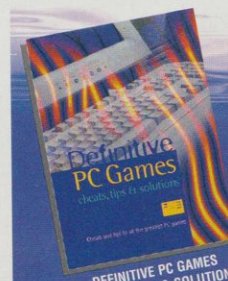
It's a mammoth step on from the original *Legacy of Kain*, that really stretches the PlayStation's capabilities. If the gameplay matches the visuals, this should be a spine-tingling experience. Just keep it away from direct sunlight!

## WHERE IT'S AT

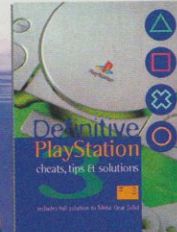
The developers are still fiddling with the enemy AI but the bulk of the game should be sorted by now.

Due out in the next few months. We're hoping to sort an interview with the developers for the next ish...

# MISSING SOMETHING



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# SEGA RALLY 2

FORMAT REVIEWED: DREAMCAST    OUT: TBC    PRICE: TBC    DEVELOPER: SEGA  
PUBLISHER: SEGA    CALL: IMPORTERS    PLAYERS: 1-2    OTHER FORMATS: NONE

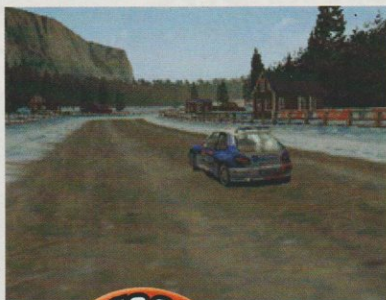
Being able to rip round the place in a souped-up rally car, with precious little regard for life or limb, always sounds like too good an opportunity to pass up...



It was last spotted at the Tokyo Games Show and still hasn't been played by anyone other than Sega's very own developers - who continue to claim that the game is almost complete. As for what that actually means in terms of a possible release date is anyone's guess, although the PC version (which has now been scrapped) was due to be released in Japan in November.

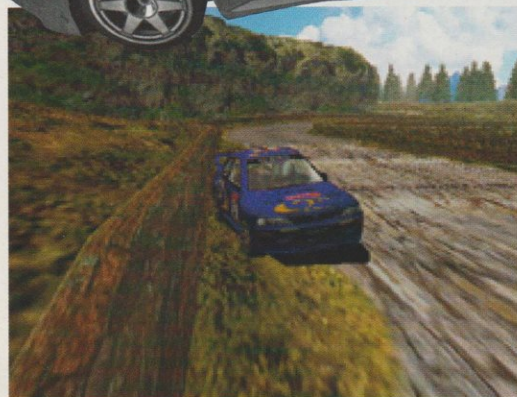
But fear not, judging by what we've seen and heard of the game so far, it should be well worth the wait. The custom car options are incredibly flexible allowing you to race anything that you are able to build. A lot of fine-tuning will be required if you're to have any hope of making it through the four full racing seasons, consisting of over 40 different stages, six different types of terrain and changeable weather conditions. New car settings are to include front and rear suspension, brakes, gear ratio, handling and, ahem, the blow-off valve (nothing to do with thunderous farts, we hope).

Along with a four-course Arcade mode and Time Attack mode, there will be a full-on ten-year championship. All of these will support multi-player options, with a split-screen for two players and a network link for up to eight players. Now hurry up and release the wretched thing!



▲ The graphics of the Dreamcast version are virtually arcade-quality.

▼ SR2 features some very nice scenery indeed...



## WHY IT'LL BE MASSEEEVE!

It's games of this calibre that are going to help establish the Dreamcast as a must-have console. When SR2 does finally make it out, Sega are hoping that it will offer the greatest home driving experience yet...

## WHERE IT'S AT

According to Sega, this should be on the very brink of completion by now. Let's just hope they're right.

We'll be snapping up a copy of this the very moment it's released in Japan - more news next issue.

# DUKE NUKEM: ZERO HOUR



PREVIEW: Oliver Hurley

PUBLISHER: GT INTERACTIVE    OUT: SPRING  
DEVELOPER: EUROCOM    CALL: 0171 2583791

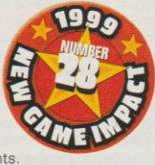
Duke Nukem is so 'ard, that when he's shot he simply proclaims, "Just a flesh wound." Grrrr, what a guy!



Never one to mince his words, Duke's back - and looking for trouble. Although *Zero Hour* makes use of a new third-person perspective, the gameplay is closer to that of a trad first-person shooter, with the emphasis placed firmly on blasting action - there around 30 different weapons.

There's an excellent camera system, similar to that of *Mission: Impossible*, and a distinct lack of fogging or pop-up - the hi-res graphics mode is particularly impressive when the memory expansion pak is used. And whereas the monsters in the original DN were mere sprites, they are now perfectly-rounded 3D models and a credit to society. Actually, forget that!

The best bit about *Zero Hour*, is the four-player deathmatch. It's got nine designed to make it easier to find your opponents.



## WHY IT'LL BE MASSEEEVE!

For anyone who's a fan of no-frills, shoot-em-up action (and, let's face it, who isn't?), *Duke Nukem: Zero Hour* offers an essential slice of gaming action! Added to which, the multi-player deathmatch mode will be absolutely fantastic.

## WHERE IT'S AT

The levels are pretty much done, it's just a matter of sorting out the usual array of last-minute glitches.

Look out for a big-time preview soon, closely followed by the usual tip-top GamesMaster review!

# OMIKRON THE NOMAD SOUL



PREVIEW: OLIVER HURLEY

PUBLISHER: EIDOS    OUT: SPRING  
DEVELOPER: QUANTIC DREAM    CALL: 0181 7802222

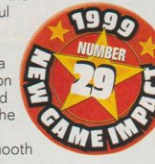
Fight, fly, shoot and run rampage in this dazzler of an RPG set in a futuristic city-within-a-dome...



Unlike the creators of certain 'action' RPGs, *Omikron's* developers seem to have remembered to include the action part of the game. You're given total freedom of movement within the beautifully-rendered cyberpunk-style landscape, while the real-time 3D combat promises to be very fruity, with several martial arts champions having been used for the motion capture.

Whenever you die, your soul is transferred to the first person to touch you, resulting in you playing many different characters, and not constantly being sent back to the start...

The 3D engine created specifically for the game is, claim Eidos, one of the most powerful ever. From what we've seen so far, a lot of attention has been paid to ensuring the graphics are incredibly smooth and realistic.



## WHY IT'LL BE MASSEEEVE!

It's out on both PC and Playstation, and is purported to be a fully-fledged Tekken-like beat-em-up within a non-linear RPG. There are obviously a LOT of ideas floating around in *Omikron* and if they all mesh, this'll be totally stormin'!

## WHERE IT'S AT

There's plenty of playtesting to make sure the gameplay matches the quality of the graphics.

It's another one of those games that keeps getting pushed back - more news as soon as we have it!



# The driving force

in game technology

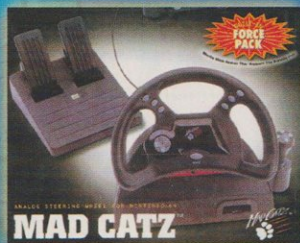


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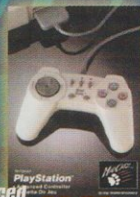
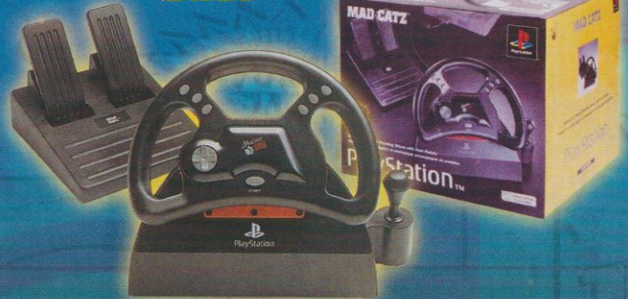


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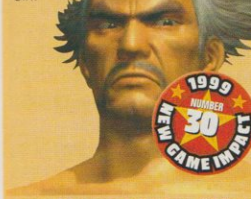
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address, postcode, daytime phone number and D.O.B.



# AND DON'T MISS:

## TEKKEN 4

**ARCAD** **OUT: SUMMER (TBC)** Everyone expected Namco to reveal their arcade sequel during one of 1998's Japanese arcade shows, but no. They didn't, did they? It will be here in 1999 though, driven by Namco's new technology (we reckon it'll be the first game to appear on a new arcade board). Badly mocked-up characters have already appeared on fan web pages, but GamesMaster predicts returns for favourites Heihachi, Nina, Yoshimitsu, Jack, Law, Paul and Jin.



## DONKEY KONG WORLD



**OUT: SUMMER (TBC)** Originally scheduled for a late '98 release, the game that places Nintendo's great fat ape in a Super Mario 64-like environment, is one hotly anticipated game (ever since the first N64's came out, complete with a Donkey Kong image on the box, we've been getting phone calls). Developers Rare proved their competence with Banjo-Kazooie, and don't forget how the impact of the SNES Donkey Kong



## RESIDENT EVIL 3

**OUT: WINTER (TBC)** While Code Veronica might be a tempting prospect on Sega's new console, the next Resident Evil on PlayStation is equally hot. The story should flow smoothly from 2 to 3 (as things were still unresolved at the end of the second installment), and we're confident the style of play will remain identical. The likelihood is that Capcom will release it at the end of the summer in Japan, but things slip, as well we all know...



## TOMB RAIDER 4

**OUT: NOV (TBC)** It's happening – that's been confirmed by no less than the big cheese at Eidos Interactive himself. Rumour central already has Lara's fourth adventure taking place in a whole new 3D environment, although the style of gameplay will remain the same. Let us know if you want more Lara...



## GRAN TURISMO 2

**OUT: AUTUMN (TBC)** GamesMaster's already had a request from Sony for what we'd like to see in the sequel to GT, so you will be playing its sequel later in 1999. The success of the original game is unquestionable – it's a quality piece

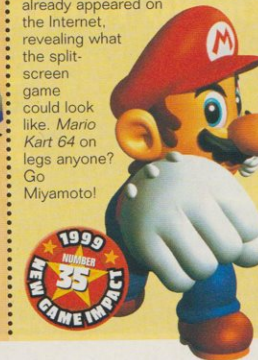


of PlayStation programming – so expect more licence challenges, more photo-realism and bucket-loads of speed. If we had to change anything, it would only be the usual 'more tracks please'. Oh yeah, and the soundtrack – let's have some techno-techno-techno.



## SUPER MARIO 64 2

**OUT: WINTER (TBC)** The prospect of a sequel to one of the most important titles in videogaming history – m-m-m-mouthwatering! The biggest thing about SM64 is the much anticipated two-player mode (starring Mario and Luigi). A dodgy-looking screenshot has already appeared on the Internet, revealing what the split-screen game could look like. Mario Kart 64 on legs anyone? Go Miyamoto!



## BANJO-KAZOOIE

**OUT: SUMMER (TBC)** Banjo-Kazooie's the closest thing yet to Super Mario 64, and its sequel, deep in development at Rare's HQ, promises more of the same. There's no information yet (Rare's bunker is notoriously difficult to infiltrate), but you can bet your cacks it'll feature a couple of new characters, some new moves for our heroes and even more devious puzzles. Let us know what you'd like to see and we'll pass on your requests to the fellas at Rare...

## TUROK 3

**OUT: WINTER (TBC)** If the leap in gaming satisfaction between the first game and the second is anything to go by, you can be sure that Turok 3 will blow your socks – if not your entire leg – clean off. If Acclaim can make the multi-player game stronger (take lessons from GoldenEye), then this will be another hit.



## FIFA 2000

**OUT: WINTER** Notice there's no TBC (To Be Confirmed) beneath its release date? That's because as sure as eggs are eggs and udders are udders, there'll be a new FIFA game next November/December. Expect relatively little to have changed since this winter's version, which has been received very well. The main thing that's likely to change is the game's figurehead – Bergkamp's not Actua's Shearer or WLS Owen, is he?

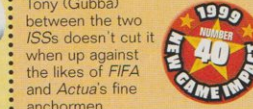
## PHANTOM MENACE

**OUT: AUTUMN (TBC)** There'll be a Star Wars Phantom Menace game for high-on every format once the film gets released. We reckon the PC version will be the most important though – the Star Wars series has always been supported well on PC. You can be sure there'll be air-to-air combat elements (just see how good Rogue Squadron is next issue) and there'll certainly be lots of linking footage, possible taken from the movie itself. It'll be masseeeee!



## ISS '99

**OUT: AUTUMN (TBC)** Can this game possibly get any better? Probably not. It's become the new benchmark soccer sim against which all others, including the endless FIFA series, are judged. One of the things we would sort out is the commentary – the leap from some unknown actor to the mighty tonsils of The Tony (Gubba) between the two ISSs doesn't cut it when up against the likes of FIFA and Actua's fine anchormen.



## KIDS

**OUT: AUTUMN (TBC)** Sony's secret weapon, some are calling it. We're calling it Kids, as that's the working name of this Japanese platformer. Forget Crash and Spyro – insiders tell us that this game will be the PlayStation's answer to Super Mario 64 (although some cynics have pointed out that unless they get Miyamoto developing for them, Sony will never be able to match Nintendo's champion 3D platformer).

## BLACKOUT

**OUT: WINTER (TBC)** Another mysterious title for the PlayStation is this adventure game from the makers of Broken Sword. Little is known about the actual mechanics yet, but it's development is said to be plot-driven, rather than a game being constructed first, with a story bolted on as the final thing. Imagine Metal Gear Solid mixed with an RPG – that's the kind of style the developer are going for. Coo-ell!

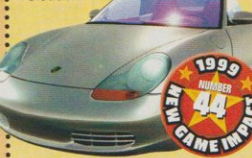


## JAPAN

**OUT: WINTER (TBC)** From Konami, this epic RPG with action bits, takes its influences from Ancient Japan. Hence the name. It might not sound the most enticing game for adventure haters, but sources at Konami point out that it's hot stuff. But then they would. Even so, with quality games like the fantastic Metal Gear Solid and the creepy Silent Hill driving the PlayStation forwards, we feel confident to leave our RPGing in their hands (it'll clearly look lovely).

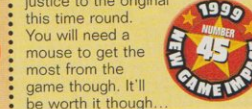
## PORSCHE CHALLENGE 2

**OUT: AUTUMN (TBC)** Aah, right, now there is a sequel to Porsche Challenge, but it's not a Porsche deal this time round. The car tie-in's yet to be finalised and it's rumoured that the game will actually be called 'Car on release.



## CIVILISATION 2

**OUT: AUTUMN (TBC)** Strange choice you might think, but Civ 2 is one of the greatest PC strategy games going, and we reckon the PlayStation's a bit short in this department. Previous strategy games (like Sim City 2000) have a slightly rushed PC to PlayStation feel about them and we hope the time's taken to do full justice to the original this time round. You will need a mouse to get the most from the game though. It'll be worth it though...



## BATTLEZONE 2

**OUT: AUTUMN (TBC)** The first game was terrific – Command & Conquer meets Quake on strange planet environments. But, although we rated it highly, it went relatively unnoticed (the likes of Quake 2 and Unreal hogging the limelight). There are plenty of sequels coming in the new year which are just as likely to do the same again (Quake 3 for instance), but we reckon you should keep a craft eye out for this. We reckon you might like it...

## THIS IS FOOTBALL

**OUT: AUTUMN (TBC)** No, this time, it really is football. You know how every year a new gang of developers try their hands at creating a decent footy game? This time it's Sony's turn and when they set their in-house development team on the job, you know there's the potential for something really special. There's no gameplay-related info yet, but you can be sure Sony will be after top bods for the commentary team and possibly a big name to star...



## SMASH BROTHERS

**OUT: AUTUMN (TBC)** Imagine, if you will, eight of Nintendo's best-loved characters (including Mario). Transport them to a selection of 3D multi-level arenas. Now imagine them twotwing seven shades of shet out of each other. You've now got an idea what the four-player beat-em-up action of Smash Brothers is all about. Reports of the involvement of the mind of Miyamoto in a game get us very excited. So we're hungry for this devil.

## PRINCE OF PERSIA 3D

**OUT: SPRING** When a game as classic as Prince of Persia gets an update, you've got to expect big things. And we are. Admittedly, the SNES sequel was a bunch of ripe old arse, but the shift into 3D can only freshen things up. It's going to be interesting to see how the designers tackle the problems associated with taking a pixel-perfect jump laden 2D game into fresh 3D (let's hope you don't have to make any leaps of faith). More soon...



## PREY

**OUT: SUMMER (TBC)** And finally... we reckon Prey from GT (the people behind Abe's Exoddus and Duke Nukem: Time to Kill) is one to watch. Fair enough, there's going to be stacks of first-person shooters heading our way in 1999, but Prey's one of the best looking we've seen. You get to battle three alien races as Talon Brave, a native American Indian, and some of the best effects we've seen are stunning. We'll keep you updated!





# COMING SOON!

## GAMESMASTER'S ESSENTIAL GAMING CALENDAR

So, did you get your copy of *Tomb Raider 3* or *Zelda for Chrimbo* then? If you did consider yourself lucky, because sold-out signs appeared almost as soon as the games were delivered. Of course, if you read our release schedule you'd know when all the big name games were going to be around in the shops. Take a look at the forthcoming months of gaming greatness...

### DECEMBER

29th	Quest for Camelot	THE	GB
TBC	Asteroids	Activision	PSX
TBC	Draken	Psygnosis	PC
TBC	Blade	Gremlin	PC
TBC	Brian Lara Cricket	C/masters	PC
TBC	D Jump	Ubisoft	PC
TBC	Heroes of Might & Magic 3	Ubisoft	PC
TBC	NHL Hockey	Gremlin	PC
TBC	Requiem	Ubisoft	PC
TBC	Solar	Ubisoft	PC
TBC	Soulbringer	Gremlin	PC
TBC	Tribal Lore	Gremlin	PC
TBC	Turok 2	Acclaim	PC

### JANUARY

8th	RC Stunt Copter	Interplay	PSX
8th	Tai Fu	Activision	PSX
8th	Wipeout 64	GTI	N64
8th	Quake 2 Net Pack 1	Activision	PC
8th	Screaming Demons	Eidos	PC
8th	Heavy Gear 2	Activision	PC
8th	Star Wars Archives	Activision	PC
8th	MK4	GTI	GB
8th	NBA Jam '99	Acclaim	GB
8th	Pocket Tales Conker	THE	GB
15th	American Deer Hunter	GTI	PSX
15th	F1 Racng '98	Ubisoft	PSX
15th	Max Power Racing	Infogrames	PSX
15th	PFA Soccer Manager	EA	PSX
15th	Rush 2: Extreme Racing	THE	N64
15th	Speedbusters	Ubisoft	PC
15th	NFL Blitz	Midway	GB
15th	Rampage World Tour	Midway	GB
22nd	Player Manager 2	Anco	PSX
22nd	Roul Blade Platinum	Sony	PSX
22nd	Rogue Squadron	Activision	N64
22nd	Tennis 2	THE	N64
22nd	Virtual Pool	THE	N64
22nd	Gex	Midway	GB

22nd	Men in Black	Gremlin	GB
22nd	Pitfall	Activision	GB
22nd	Wario Land 2	THE	GB
22nd	Zelda	THE	GB
29th	Twisted Edge	THE	N64
29th	Bugs and Lola	Infogrames	GB
TBC	Civilisation 2	Hasbro	PSX
TBC	Pro 18 World Tour Golf	Sony	PSX
TBC	Mud Monsters	THE	N64
TBC	Actua Golf Premier	Gremlin	PC
TBC	Actua Soccer Premier	Gremlin	PC
TBC	Battle of Britain	Eidos	PC
TBC	Champ Manager 3	Eidos	PC
TBC	Dark Stone Rising	GTI	PC
TBC	Dragonflight	Eidos	PC
TBC	F-16 Aggressor	Virgin	PC
TBC	Falcon 4	MicroProse	PC
TBC	Flight Unlimited 2 Prem	Virgin	PC
TBC	Homeworld	Infogrames	PC
TBC	Ignition White Label	Virgin	PC
TBC	May Day 2	Eidos	PC
TBC	Monkey Hero	Take Two	PC
TBC	Resident Evil	White Label	PC
TBC	Shadows of the Empire	White Label	PC
TBC	Tank Racer	Eidos	PC
TBC	TOCA 2	Codemasters	PC
TBC	Viva Football	Virgin	PC

### FEBRUARY

5th	Akuji the Heartless	Eidos	PSX
5th	Bugs Life	Infogrames	PC
5th	Caesar's Palace	Interplay	GB
5th	Bugs Life	Infogrames	GB
5th	Wicked Surfing	THE	GB
12th	Global Dominion	Psygnosis	PSX
TBC	Draken	Sony	PSX
TBC	Earthworm Jim 3D	Interplay	PSX
TBC	Indiana Jones	Activision	PSX
TBC	Joe Blow	GTI	PSX
TBC	Metal Gear Solid	Konami	PSX
TBC	Rayman 2	Ubisoft	PSX
TBC	Soul Reaver	Eidos	PSX
TBC	Space Invaders	Activision	PSX
TBC	Viva Football	Virgin	PSX
TBC	WCW Thunder	EA	PSX
TBC	Acclaim Sports Soccer	Acclaim	N64
TBC	Earthworm Jim 3D	Interplay	N64
TBC	Micro Machines 64	Codemasters	N64
TBC	Rayman 2	Ubisoft	N64

TBC	South Park	Acclaim	N64
TBC	Twelve Tales: Conker 64	THE	N64
TBC	Warzone 2100	Eidos	N64
TBC	Alien Vs Predator	Fox	PC
TBC	Alpha Centauri	EA	PC
TBC	Baja 1000 Racing	GTI	PC
TBC	C&C: Tiberian Sun	EA	PC
TBC	Champ Manager 3	Eidos	PC
TBC	Civ: Call to Power	MicroProse	PC
TBC	Delta Force	GTI	PC
TBC	Diablo 2	EA	PC
TBC	Duke Nukem Forever	GTI	PC
TBC	Dungeon Keeper 2	EA	PC
TBC	Extreme Warfare	Eidos	PC
TBC	Force Commander	Activision	PC
TBC	Gabriel Knight Anth	Sierra	PC
TBC	Lands of Lore 3	EA	PC
TBC	Machines	Acclaim	PC
TBC	Omikron	Eidos	PC
TBC	Outcast	Infogrames	PC
TBC	Prax Wars	GTI	PC
TBC	Premier Manager '99	Gremlin	PC
TBC	Real Feel Golf	GTI	PC
TBC	Revenant	Eidos	PC
TBC	South Park	Acclaim	PC
TBC	Starship Troopers	MicroProse	PC
TBC	Star Trek First Contact	MicroProse	PC
TBC	SW: X-Wing Alliance	Activision	PC
TBC	S/bikes World Champ	MicroProse	PC
TBC	Tonic Trouble	Ubisoft	PC
TBC	TA: Kingdoms	GTI	PC
TBC	Ultima: Ascension	EA	PC
TBC	Viva Soccer	Virgin	PC

### MARCH

5th	Rollage	Psygnosis	PSX
12th	Pro 18 World Tour Golf	Sony	PSX
12th	Ridge Racer 4	Sony	PSX
12th	Duke Nukem Zero Hour	GTI	N64
12th	Bugs Bunny 3	Infogrames	GB
12th	Shadowgate	THE	GB
TBC	Alien Resurrection	Fox	PSX
TBC	Quake 2	Activision	PSX
TBC	Ridge Racer 4	Sony	PSX
TBC	Unification	Eidos	PSX
TBC	X-Men	Virgin	PSX
TBC	Donkey Kong World	THE	N64
TBC	FIFA '99	EA	N64
TBC	ODT	Midway	N64

## COMING SOON IN JAPAN



**TBC PlayStation 2** Sony **PSX**  
Now that the Dreamcast is out, those gadget happy Japanese will need something else to look forward to.



**TBC Carrier** Jaleco **DC**  
A *Res Evil* style horror adventure with plenty of gore and weird goings on. Surely it can't fail?



**TBC Final Fantasy 8** Square **PSX**  
Every month sees gorgeous new screenshots and artwork from Square's adventure epic.



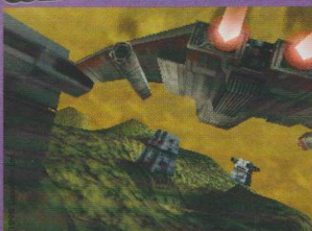
**TBC Res Evil: Veronica** Sega **DC**  
Almost matches *Sonic* for anticipation building in Japan. Will outsell all previous *Res Evil* games.



# THE ONES TO WATCH-OUT-FOR! NEW YEAR STONKERS!

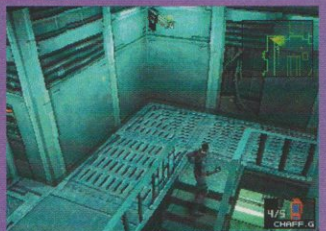
The shelves were groaning under the weight of all the games released in time for Christmas.

But things aren't going to slow down for the new year. There are some truly epic titles lined up to take care of any spare cash you've got lying around. So sell your M&S vouchers to your mum and head off down to your local HMV or EB to get your joypad fingers on these babies.



Jan Rogue Squadron THE N64

It's the year of the new Star Wars movies, and this is the first new Star Wars game, what more can you ask?



Feb Metal Gear Solid Konami PSX

Take the day off work, cancel school, close the curtains and take the phone off the hook. MGS is here at last!

TBC	Quake 2	Activision	N64
TBC	Age of Empires 2	Microsoft	PC
TBC	Close Combat 3	GTI	PC
TBC	Driver	GTI	PC
TBC	Earthworm Jim 3D	Interplay	PC
TBC	Indiana Jones	Activision	PC
TBC	Interstate 82	Activision	PC
TBC	Jack Nicklaus Challenge	Mindscape	PC
TBC	Jimmy White 2 Cueball	Virgin	PC
TBC	Joe Blow	GTI	PC
TBC	Mech Warrior 3	Activision	PC
TBC	Prey	GTI	PC
TBC	Prince of Persia 3D	Mindscape	PC
TBC	Rayman 2	Ubisoft	PC
TBC	Siege	Eidos	PC
TBC	Slave Zero	Eidos	PC
TBC	Star Trek: Birth Fed	MicroProse	PC
TBC	Third World	GTI	PC
TBC	Ultima Online: Second	EA	PC

## APRIL

TBC	Prince Naseem Boxing	Codemasters	PSX
TBC	X-Files The Game	Sony	PSX
TBC	Beneath	Eidos	PC
TBC	Black and White	Eidos	PC
TBC	Black Moon	GTI	PC
TBC	Bloodshot	Acclaim	PC
TBC	Deo Gratias	Cryo	PC
TBC	Giants	Eidos	PC
TBC	Messiah	Interplay	PC
TBC	SU 27 Flanker	Eidos	PC

## MAY

TBC	Rattlesnake Red	GTI	PSX
TBC	Return Fire 2	Eidos	PSX
TBC	Shadowman	Acclaim	PSX
TBC	Shadowman	Acclaim	N64
TBC	Battlezone 2	Activision	PC
TBC	Bloodshot	Acclaim	PC
TBC	Republic	Eidos	PC
TBC	Return Fire 2	Eidos	PC
TBC	Shadowman	Acclaim	PC

## TO BE CONFIRMED

JUL	Max Payne	GTI	PC
JUL	Quake 3: Arena	Activision	PC
JUL	Tunguska	Fox	PC
JUL	X-Com: Alliance	MicroProse	PC
AUG	Urban Chaos	Eidos	PSX
SEP	Final Fantasy 8	Sony	PSX
SEP	SW Phantom Menace	Activision	PSX
SEP	Perfect Dark	THE	N64
SEP	SW Phantom Menace	Activision	N64
SEP	Star Trek: Vulcan Fury	Activision	PC
SEP	SW Phantom Menace	Activision	PC

SEP	SW Phantom Menace	Activision	GB
OCT	Alien Vs Predator	Fox	PSX
OCT	Tomorrow Never Dies	MGM	PSX
NOV	Crash Bandicoot 4	Sony	PSX
DEC	Tomb Raider 4	Eidos	PSX
DEC	Tomb Raider 4	Eidos	PC
TBC	Actua Soccer 4	Gremlin	PSX
TBC	Black & White	Eidos	PSX
TBC	Ehrgeiz	Square	PSX
TBC	Euro 2000	EA	PSX
TBC	F1 '99	Psygnosis	PSX
TBC	Gran Turismo 2	Sony	PSX
TBC	Hybrid Heaven	Konami	PSX
TBC	ISS '99	Konami	PSX
TBC	Knights of Genesis	Escot	PSX
TBC	No Fear Downhill	C/masters	PSX
TBC	Project Chaos	Sony	PSX
TBC	Resident Evil 3	Sony	PSX
TBC	Ridge Racer 4	Namco	PSX
TBC	Silent Hill	Konami	PSX
TBC	Spyro the Dragon 2	Sony	PSX
TBC	Tenchu 2	Activision	PSX
TBC	Castlevania 64	Konami	N64
TBC	Euro 2000	EA	N64
TBC	ISS '99	Konami	N64
TBC	Jet Force Gemini	THE	N64
TBC	Super Mario 64 2	THE	N64
TBC	Turok 3	Acclaim	N64
TBC	Actua Soccer 4	Gremlin	PC
TBC	Dark Reign 2	Activision	PC
TBC	Euro 2000	EA	PC
TBC	F1 '99	Psygnosis	PC
TBC	No Fear Downhill	C/masters	PC
TBC	Resident Evil 2	Virgin	PC
TBC	Ronin	Activision	PC
TBC	Turok 3	Acclaim	PC
TBC	Vampire	Activision	PC
TBC	Euro 2000	EA	GB
TBC	Carrier	Sega	DC
TBC	Castlevania	Konami	DC
TBC	Dreamcast	Sega	DC
TBC	Godzilla Generations	Sega	DC
TBC	House of the Dead 2	Sega	DC
TBC	ISS '99	Konami	DC
TBC	Sega Rally 2	Sega	DC
TBC	Tetris 4D	Sega	DC
TBC	Virtua Fighter 3tb	Sega	DC
TBC	Pen Pen Tricelcon	Sega	DC
TBC	Sonic Adventure	Sega	DC
TBC	Res Evil: Code Veronica	Sega	DC

All release dates are correct at time of going to press but are liable to change at any time, especially the ones for later in the year.

# CONNEXION!

If you've got a problem, or want to know when a game is coming out, who ya gonna call?

**Acclaim**  
(0171) 344 5000  
Moreau House, 112-120  
Brompton Road,  
Knightsbridge, London  
SW3 1JJ

**Activision**  
(01895) 456 700  
Gemini House, 133 High  
Street, Yiewsley,  
West Drayton, Middlesex  
UB7 7QL

**Bullfrog**  
(01483) 579 399  
The Mana House, Unit 1A,  
Guildford Business Park,  
Guildford, Surrey  
GU2 5AG

**Cendant**  
(0118) 920 9100  
2 Beacontree Plaza,  
Gilett Way, Reading  
RG2 0BS

**Codemasters**  
(01926) 814 132  
Lower Farm House,  
Stoneythorpe,  
Southam, Warks  
CV33 0DL

**Core Design**  
(01332) 297 797  
55 Ashbourne Road, Derby  
DE22 3FS

**Datel Electronics**  
(01785) 810 838  
Stafford Road, Stone,  
Staffs ST15 0DG

**Eidos Interactive**  
(0181) 780 2222  
Ferry House, 51-57 Lacy  
Road, London  
SW15 1PR

**Electronic Arts**  
(01753) 549 442  
90 Heron Drive, Langley,  
Berk. SL3 8XP

**Empire Interactive**  
(0181) 343 7337  
The Spire, 677 High  
Road, North Finchley,  
London  
N12 0DA

**Gremlin Interactive**  
(0114) 273 8601  
The Green House, 33  
Bourdon Street, Sheffield  
S1 4XA

**GT Interactive**  
(0171) 258 3791  
The Old Grammar, 248  
Marlybone Road, London  
NW1 6JT

**Infogrames**  
(0171) 738 8199  
18A Old Town  
Clapham  
London  
SW4 0LB

**Interplay**  
(01628) 423 666  
Harleyford Manor,  
Harleyford, Marlow, Bucks  
SL7 2DX

**Konami**  
(01895) 853 0000  
Konami House, 54a  
Cowley Mill Road,  
Uxbridge, Middlesex

**Maxis**  
(0171) 505 1500  
Caledonia House, 223  
Pentonville Road, London

**MicroProse**  
(01454) 893 893  
The Ridge, Chipping  
Sodbury, Avon BS17 6AY

**Microsoft UK**  
(01734) 270 001  
Microsoft Plaza, Winnersh  
Triangle, Wokingham,  
Berk. RG11 5TT

**Mindscape**  
(01444) 246 333  
Priority House, Charles  
Avenue, Maltins Park,  
Burgess Hill, West Sussex  
RH15 9TQ

**Nintendo Hotline**  
(01703) 652222

**Ocean**  
(0161) 832 6633  
2 Castle Street,  
Castlefield, Manchester  
M3 4LZ  
Nintendo Helpline  
(01703) 652 222

**Psygnosis**  
(0151) 282 3000  
Napier Court, Wavertree  
Technology Park, Liverpool  
L13 1EH

**Sega Europe**  
(0181) 995 3399  
266-270 Gunnersby  
Avenue, London W4 5QB

**Sony UK**  
(0171) 287 7803  
6th Floor, 13 Great  
Malborough Street,  
London W1V 2LP

**Take Two**  
(01753) 854 444  
Hogarth House, 29-31  
Sheet Street, Windsor,  
Berk. SL4 1BY

**Team 17**  
(01924) 267776  
Longlands House,  
Wakefield Road, Ossett,  
West Yorkshire WF5 9JS

**Telstar Electronic Studios**  
(01932) 222 232  
The Studio, 62-64 Bridge  
Street, Walton-on-Thames,  
Surrey KT12 1AP

**THE Games**  
(01703) 653377  
Parnham Drive  
Boyatt Wood  
Eastleigh  
Hampshire

**THQ International**  
(01372) 745 222  
4 The Parade, Epsom,  
Surrey KT18 5DH

**Ubi Soft**  
(0181) 944 9000  
Vantage House, 1 Weir  
Road, Wimbledon, London  
SW19 8UX

**Virgin Interactive  
Entertainment**  
(0171) 368 2255  
2 Kensington Square,  
London  
W8 5RB



# ARCADE DRAMA

**FUTURE GAMES TO FEED YOUR BRAIN!**

This positively old aged pensioner of arcade games has been given a new lease of life, and has come back to create its legend over again.

## GAUNTLET LEGENDS

**OUT: NOW** **HOME CONVERSION:** PSX(89% CHANCE)/DREAMCAST(64% CHANCE) **DEVELOPER:** ATARI **PLAYERS:** 1-4  
**BOARD:** 3D VEGAS BOARD **SPECIAL FEATURES:** PASSWORD OPTION **PUBLISHER:** ATARI **LEVEL:** 23

Just as *Gauntlet* was becoming little more than a fond memory, along comes *Gauntlet Legends* – a 3D version of the legendary '80s arcade adventure. While *Legends* retains much of the same gameplay, characters and power-ups of the original, it also offers a host of new innovations.

Four kingdoms have been over-run by a host of troublesome monsters (there are over 50



different creatures in all), and this time there are powerful bosses to deal with too – including the three-headed Chimera and the lethal Spider Queen.

If you manage to conquer these levels AND collect all 13 of the Rune Stones that are hidden throughout the world of Gauntlet, you get access to a secret fifth realm. Make it through that, and

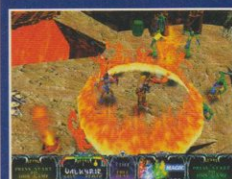
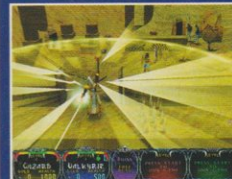
you'll face the final boss: the, demonic-sounding er... Demon.

Old pals – the Warrior, Valkyrie and Wizard are back with a new character, the female Archer, replacing the Elf. A number of other characters, such as the Minotaur and Jackal, are also hidden within the game. Each character has its own combination of special powers and abilities, which increase as you progress through the game. Don't worry if you run out of change though – a handy password feature allows players to save their characters and come back to them later.

There's plenty to keep you busy, with loads of traps, puzzles and hidden objects, all of which you'll need to collect to finish the quest.

### RAY-MAN...

There are plenty of special weapons and magic spells available, including five-way shots, x-ray vision, reflective shots, invisibility, levitation and, something that sounds particularly gruesome – acid breath. Isn't that what you get when you haven't cleaned your teeth for more than a week?



▲ The game boasts some lovely bright colours. You can almost feel the heat coming off that lava – more than enough to warm your cockles...

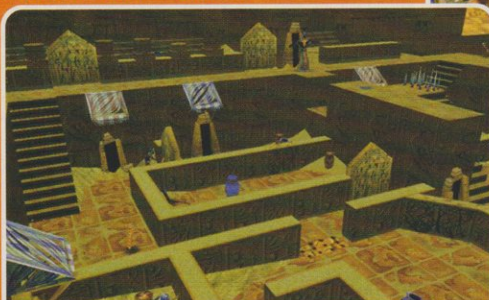
### NOW YOU'RE IN TROUBLE...

One thing you never had to worry about before was having to deal with end-of-level bosses. Frankly, they'd like nothing better than to clobber the living crap out of you.



### IT'S A MAZE-ING!

The original *Gauntlet* was released in 1985. It's come a long way since then – take a look at these incredible 3D graphics in each of the new worlds.



▲ There are loads of pesky creatures around waiting to pound on you...



▲ Heck, it's not every day you come across stumps like that.





# Games Master **TIPS**

FOR GAMEBREAKERS EVERYWHERE!

## F.A.Q.

Tackles Lara's latest epic head-on...



**SHOOT!  
LOOT!  
IT'S A HOOT!** p49

## SECRETS SERVICE

Videogaming's top secrets revealed...



**COP THESE  
CHEATS!** p66

## CONSOLETATION ZONE

The boss is back with another dose of gaming advice for you...



**THE GAMING  
AGONY AUNT!** p70

Lara you muppet... er, hello. While I'm getting to grips with Tomb Raider, why don't you try out this month's lovely cheats business...



**Don't miss**  
CODE GIRL, THE  
IMPORT TIPS  
MISTRESS...

**page 73!**

**MASTERCLASS**  
TECHNIQUES FOR EXPERTS



**page 72!**

**TIPS EXPRESS**  
CHEATING NEWS



**page 46!**

**STRATEGY PLANET SPECIAL! METAL GEAR SOLID!**



# TIPS EXPRESS



Our Les has had his shell-like well and truly glued to the ground, in order to deliver in to your eagerly awaiting palms, the latest, most up-to-date scoops from the ever changing world of the gamester. Unfortunately once we've told you we have to kill you. *Scoops*



# CRASH BANDICOOT 3

## BONUS LEVELS DISCOVERED!

WE KNOW SOMETHING YOU DON'T KNOW! LAA LA LA... READ ON AND DISCOVER CRASH'S SECRETS!

Sony's platform hero is just like Santa Claus. You only get to see him at Christmas (and he does strange things with Reindeers, but we won't go into that). Anyway, here are some cheats for this seasonal, chart-topper.

### Hot Cold bonus level

Go to Level 14. Ride halfway through the level, until you find the alien crossing sign on the left-hand side. You need to run into the sign to be transported to level 31.



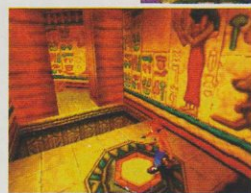
### Eggipus Rex bonus level

Get on to Level 11 and take the yellow gem ride. Ride it until you reach the area where the huge dinosaur chases Crash. Let the second pterodactyl catch you and you'll reach mythical level 32.



### 105% completion

Collect all of the relics and gems that you can find, including those from the bonus Hot Cold and Eggipus Rex levels. The relics that you collect must be at least gold or platinum. Approach Crash's sister (found next to the save spot) to find another clear gem. Take the gem to view a rather delightful fireworks display, and finish with a



105% completion status. It is only when you have done this that you can truly say you have completed *Crash Bandicoot 3*.



▲ Crash gets all in a spin when he realises he'll be back next Christmas.

## HANDY BATCH OF CHEATS FOR: GLOVER!

Test out a few of these sneaky magic tricks for size, to aid you in your search for those pesky, bouncy crystals!

### Cheat mode

1. Enter a level and press START to pause the game.  
2. Enter cheat, by pressing the arrow buttons on the 'C' pad  
3. After the cheat has been entered, confirmation of it will appear, and the game will continue.

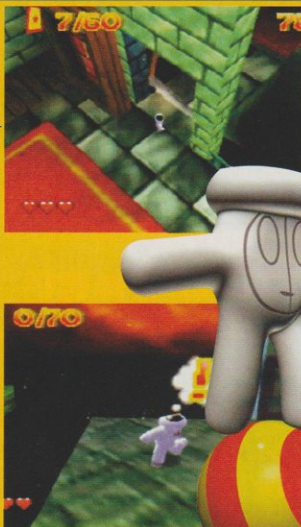
Open portals: URRDLUR  
Open levels: DDLUUURD  
All cheats off: DDDDDDD  
Locate garbs: LURDLUL



Infinite lives: UUUUURDR  
Infinite energy: RDRRRRL

The following are novelty features that can be installed into the game.

Enemy ball: LDURLLD  
Low gravity: LLULRUUU  
Big ball: DDUDLAD  
Fish eye: LRLRLRL  
Camera rotate R: LRUUDRDR  
Camera rotate L: RDRDUURL  
Mad garbs: DRDULDLU  
Frog spell: DLDDLUL  
Boomerang ball: RUUUULLD  
Hercules: DDDLDRLL  
Speedup: LLRUULLD  
Froggy: URDRULLU  
Secret cheat: DURDLRR  
Call ball: ULLURLDU  
Power ball: UDUDUDLU  
Control ball: LRLRUDDR



## BODY HARVEST FIRST CHEATS!

These codes work when you use ICHEAT as your name. Codes are then entered in the game.

### Key

N= North  
E= East  
U= Up  
L= Left  
F= Fire  
B= B button

S= South  
W= West  
D= Down  
R= Right  
A= A button



SNUFFLE - makes Adam's weapons much more powerful.  
SURREAL - to make some cool graphical effects.





# ROGUE TRIP LOADSACHEATS!

**SOME CALL IT ROGUE TRIP, SOME CALL IT TWISTED METAL 3... WHATEVER YOU CALL IT, IT KICKS ARZE!**

**There's no denying that this manages to improve on the immense fun and playability of the first two games. For even more joy, try these hot new cheats...**

## Special moves

Invisibility (three seconds) – Up, Down, Left, Right  
Freeze – Left, Right, Up

Jump – Up, Left  
Rear-fire selected weapon – Left, Right

## Sphinx surprise

Fire at the Sphinx face in the Egypt level for a special surprise.

## Blimp bonuses

After falling to the bottom level of the blimp, destroy the boxes that are stacked on the ground. Weapon and health icons are hidden inside.

## Tokyo fan of death

Drive your car up to the big fan in the Tokyo level and teeter on the edge. Then, wait for the other characters to chase after you and let them fall into the fan and die. Quickly throw

your car in reverse and wreak further gratuitous destruction.



▲ Make that building a drive-thru, whether they like it or not. Drive hard.



## TIPS EXPRESS TIPS

### SNEAKY CHEAT! RAILROAD TYCOON 2

What an absolute thriller of an idea for a game – build up a railway empire. Maybe Richard Branson should have tried this before he took on the real life perils of being the fat controller. If you want your cities to grow faster than an England manager's injury list, try this...

## Growing cities

Press [Tab] during gameplay. Then type the word 'viagra' at the green cursor at the bottom of the screen.



### NEW BIKE! EXTREME-G-2

A stupidly fast racer, made even more bizarre with these cheats. One earns you a super-fast new motor, the other makes things go a bit squiffy...

## Venom bike

Enter 68QCMH3H9HT as a password.



## Spiralling screen

Enter Spiral as a name, at the bike options screen.



# TENCHU CHEATS TO TAKE YOU JUST THAT LITTLE BIT FURTHER...



## Restore health

Press Start to pause the game, then press Left, Down, ●, ●, ●. For the Japanese version, press Start to pause the game and press Up, Down, Left, Right, Left, Right, ●, ●. The sound of a shout will confirm the correct code entry.

## Carry up to 99 items

Hold L1 and press Left, Down, ●, ●, ● at the item selection screen. For the Japanese version, hold L1 and press Up, Down, Left, Right, Left, Right, ●, ● at the item screen. The sound of a shout will confirm correct code entry.

## Increased item inventory

Hold L2 and press Left, Down, Square, r, w at the item selection screen. For the Japanese version, hold L2 and press Up, Down, Left, Right, Left, Right, ●, ● at the item screen. The sound of a shout will confirm correct code.

entry. One more of each item will be available every time this code is used.

## More types of items

Hold R1 and press Left, Down, ●, ●, ● at the item selection screen. For the Japanese version, hold R1 and press Up, Down, Left, Right, Left, Right, ●, ● at the item screen. The sound of a shout will confirm correct code entry.



## Level select

Select a character, then hold R2 and press Left, Down, ●, ●, ● at the next screen (mission select). For the Japanese

version, select a character, then hold R2, and press Up, Down, Left, Right, Left, Right, ●, ● at the next screen. The sound of a shout will confirm correct code entry.

## Layout select

Select a character, then hold R1 and press Left, Down, ●, ●, ● at the next screen (mission select). The sound of a shout will confirm correct code entry.

## Enable Japanese voices

Select a character, then hold L1 and press Left, Down, ●, ●, ● at the next screen (mission select). The sound of a shout will confirm correct code entry. Note: Japanese voice-effects will start after the first level; the narrative will remain in English.

## Alternate Ayame costume

Press Left, Down, ●, ●, ● at the item selection screen.

# DANCE YOURSELF DIZZY! BUST-A-GROOVE

**There's no end of bopping to the radio in the GM office, and a rave on Bust-A-Groove is the next best thing...**

## Play as alternate character

At the character selection screen, highlight a character, then hold Select and press ●.

## Level skip

Beat the game once with any

character. Then, start a game in single-player mode and when a song begins, press L2 + Select to jump to the next level.

## Winning pose close-up

After completing a stage, hold ●. Easy or what?

## Play as Burger Dog

Beat the game on the normal and hard difficulty levels. Select burger boy Hamm as a character and beat the game on the normal difficulty level again. Then you'll get Hamm's background hound!

# STOPPRESS • STOPPRESS • STOPPRESS SHOGO MOBILE ARMOUR DIVISION NEW CODES JUST OUT!

**Cor blimey Guv'nor. We've just reviewed this monster of a game and already we've come up with the goods on the cheats front.**

## Cheat mode

Press T to enter the "Talk" mode, then enter one of the following codes to activate the corresponding cheat function.

Effect	Code
God mode	mpgod
Full ammo.armor	

and health	mpkfa
Full health	mphealth
Full ammo	mpammo
Full armor	mparmor
Toggle clipping	mpclip
Toggle coordinate display	mppos
Adjust camera	mpcamera
Adjust lighting	mplightscape



# STOPPRESS • STOPPRESS • STOPPRESS



# YOU WANT TIPS? WE'VE GOT IT COVERED

**IT'S NEW! IT'S 100% TIPS** • 100% TIPS • 100% TIPS • 100% TIPS

# Games Master

## 100% TIPS

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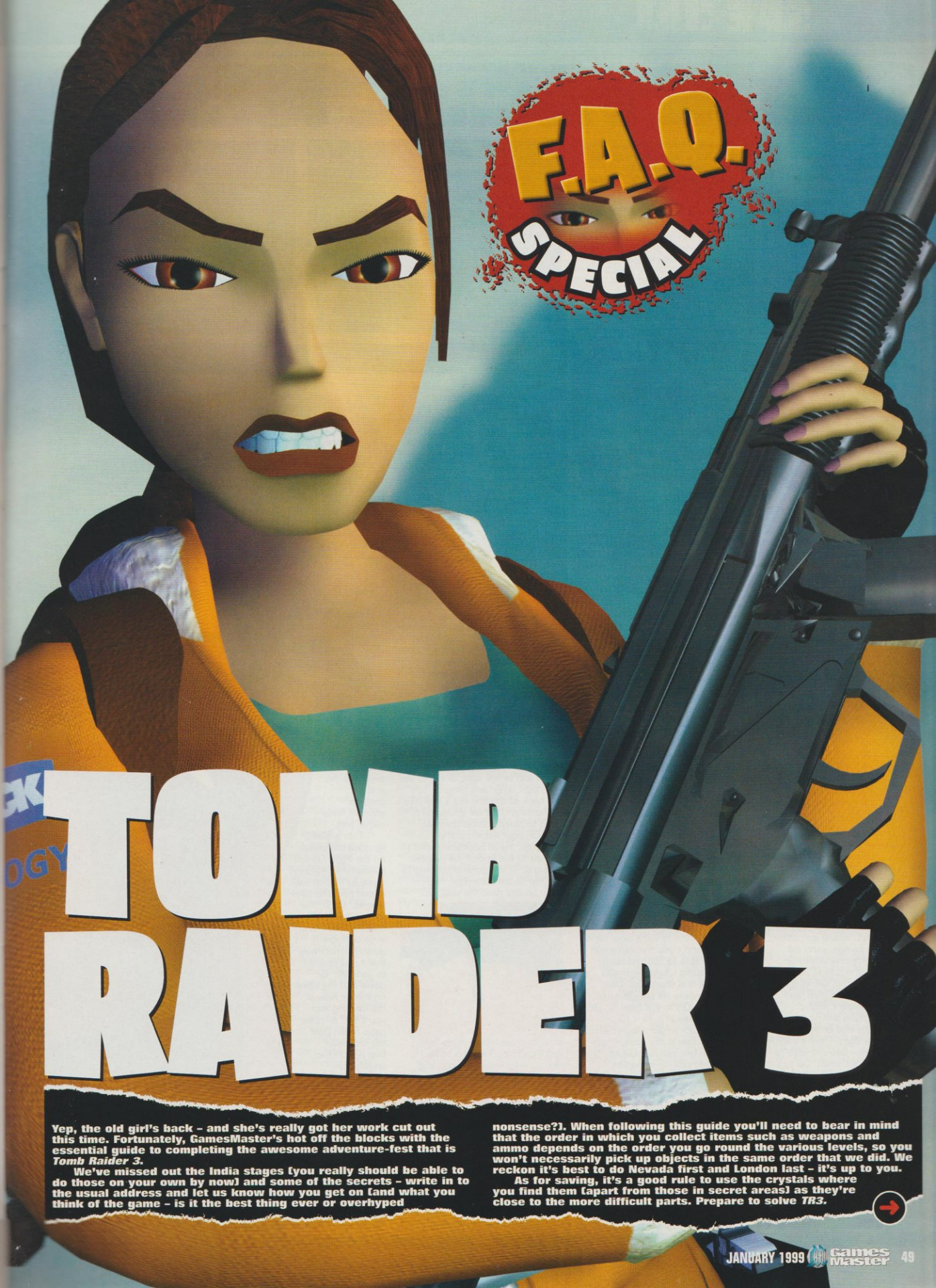
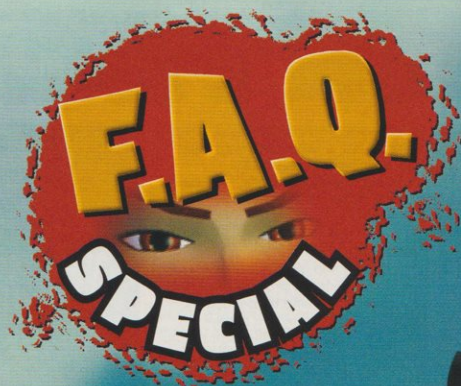
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# TOMB RAIDER 3

Yep, the old girl's back - and she's really got her work cut out this time. Fortunately, GamesMaster's hot off the blocks with the essential guide to completing the awesome adventure-fest that is *Tomb Raider 3*.

We've missed out the India stages (you really should be able to do those on your own by now) and some of the secrets - write in to the usual address and let us know how you get on (and what you think of the game - is it the best thing ever or overhyped

nonsense?). When following this guide you'll need to bear in mind that the order in which you collect items such as weapons and ammo depends on the order you go round the various levels, so you won't necessarily pick up objects in the same order that we did. We reckon it's best to do Nevada first and London last - it's up to you.

As for saving, it's a good rule to use the crystals where you find them (apart from those in secret areas) as they're close to the more difficult parts. Prepare to solve TR3.





# SOUTH PACIFIC ISLAND

**S**outh Pacific. Not only is it a naff musical that your mum might make you watch as a punishment for playing your Prodigy CDs too loud – she'll probably say something obviously rubbish like, "Now this is real music" – but it's also one of Lara's destinations on her latest 3D jaunt.

You'll get to meet the natives, but an aristocratic lass like Lara only stops long enough to fill them full of lead – she wouldn't lower herself to talk to them. Then it's down to pillaging, looting and all the other fun stuff that archaeologists get to do in the name of science and discovery.

After the village is left in ruins (and you avoid being barbecued by the natives), you go on to the crash site – we know why the plane crashed at last! The natives left their landing lights on and the pilot got confused. Right, I'll get me coat. While I do that, you get your head round the GamesMaster Tomb Raider 3 FAQ Special. There's a fair amount to read, but if it's detail you want... good luck!

## COASTAL VILLAGE

Turn right and find a concrete block – pick up the Key. Swim to the entrance and opposite you is a place to get out of the water. Jump and get a medikit. Dive in and swim over to the sand by the



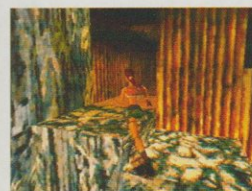
waterfall. Climb out and head for the beach. At the third palm tree there's an entrance to another route which takes you to a slide.

Run across the pool and jump up the far left. Get your weapon out and jog along, shooting the native. Where he popped out from is a set of rocks. From these, long jump and grab to the rock in the mud pool. Watch yourself when you climb as there's a trap – you're safe anywhere except in the middle of the block. If you long jump over to your right there's a medikit. Now long jump to the other side of the mud pool and to the forest.

## KILL 'EM ALL!

In the clearing is a native to kill. Turn around and look back. There's a climb to the right of a tree. Go up, forward and left, and climb the tree. Turn right and go up. Turn around and short jump on to the branch. Go left and jump on to the ledge. Collect the shells that you'll see. Go back the way you came but, where you came through the foliage, carry on instead of dropping down. On t'other side of a tree is a branch for you to jump on. Go to the end of it, long jump and grab, and collect the Serpent Stone.

Turn around and you'll notice a ledge at the end of the branch. Climb up for clips. Then it's back to the branch – use the slide to your right to get down. Go to the edge of the clearing and jump to the waterfall. Drop down into the



water. You'll end up on a ledge. To one side is a save-game crystal. Come back via the path to a ledge below the waterfall. Jump through and collect a Serpent Stone.

Go on to the ledge, jump the other way to the ladder. Climb up to the top, drop off left, follow the passage and climb the ladder. You'll see a big rock just on your right with a medikit. Pick this up and you'll see a cave to the left of the waterfall.

## SERPENT STONE!

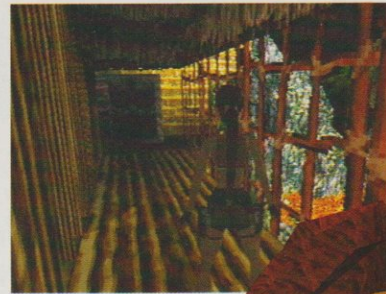
Go to the right of it and climb, then go left and jump and grab. Pull yourself up and kill the native. Turn round and long jump back the way you came. From this ledge, turn right and long jump. Jump to the right and get a Serpent Stone.



Go back to the cave and use the Serpent Stones to open the gates. Slide down the passage and you'll end up in a clearing. Blast the native and stay close to the left wall until you come across a medikit. Drop down the slope into the clearing.

Follow the path until it forks. The first hut has a rocket in it. Take the left fork and keep going until you come out by a tree with a tree-house on top. Keep going round until you find the quicksand. Turn left and climb the first rock. You'll be able to hear someone walking about. Jump on to the next rock and shoot him. Drop down to where he was and use the wheel. Go to the clearing with the treehouse in it.

Go back to the village. Take the other fork in the path, where there are two natives. Go into the first hut to pick up a medikit. Come back out and go straight across to pick up a save-game crystal. Come back out into the clearing and head left past the hut. Keep going round and follow the path to the right. Before you go over the trapdoor you closed earlier, jump up to the ledge above it and get the shells. Come back down, go over the trapdoor and into a clearing. There's an empty hut on the right with an open doorway. Run around to the right of the hut, follow the path down



and then turn right into a secret area. Watch out for a native! Pick up the clips and the shells. Run back out and go forward, past the back of the hut and into the doorway of the next hut, where you'll find some flares. Keep your eyes peeled for natives who appear from nowhere.

Leave the hut, turn left and jump up to the ledge. Ignore the big hut on the far right as it's empty. Go left, then turn right and by the tree is the entrance to the next hut, which has a wheel in it. Turn the wheel and get jumped by an enemy. Come back out to the right and drop to the clearing. Turn around, climb up the ladder and get off to the left at the first landing. A window will open for you. Go through it and jump and grab to the left on to the platform there. You'll be able to see a passage to the left.

## GRILLED LARA!

There's a native, who will push you on to the flames, hidden on the right. Draw a weapon, run in and jump backwards while firing at him. Go in and to the right, down to the end, right again and jump on to the back of the first hut's roof. Go forwards and repeat the same thing to make it on to the roof.

On your left are some harpoons. Head back and round to the left to the end of the wooden walkway. Turn right and jump up to the top of the hut's roof. Then jump up and grab the vine. Go



straight ahead, then right, then left. When you've gone as far along the vine as you can, drop down on to the roof of the hut you found the flares in. A running jump will take you on to the roof of the empty hut. Go down to the right and into the treehouse, light a flare. At the far side is a switch that operates a gate above the flames on the other side. As soon as you trigger it a native will attack. Make your way back to the flames (drop down on to the floor of the clearing and go up the ladder again, this time getting off to the right). Jump on to the grille

## INTERESTING LARA FACT!

1 Lara's father, Lord Henshinley Croft wanted her to marry the Earl of Farrington. She decided too poncey so she ditched him. To this day she remains single.

above the flames and jump forwards off the end of it. Flick the switch at the end but prepare yourself for a native first.

Turn around, ignoring the switch on the right. Go left instead and, keeping close to the left wall, speed past the killer wheels. Go to the end of the corridor, turn the wheel and slide backwards down the doorway that's just opened to your left. Go down into the water on the far side of the clearing and you'll find an open gate. Swim past the crocodile that patrols the underwater passage, go along to the end, haul yourself out and climb the ladder. Then follow the passage, head across the rope bridge, go right and short jump on to the treehouse from the end of the ledge. Level complete!



## CRASH SITE

Go down to ground level and to the edge of the pool. Jump across the lily pads – but only some are safe to land on. Refer to the Swamp Map in your inventory. When you're across you'll need to go down the slope but, before you do that, a long jump to a ledge on the left will get you grenades. Kill the dinosaur at the bottom of the slope. Run through the pool to the right and to the cavern. Climb the block to the right, turn left and

jump across to the block on the other side. Climb up through the gap to a corridor. Go down to the end and drop down to the crash site. Kill the dinosaur on the left. Follow the left wall around, past an area of darkness, and you'll see a tree towards the back of the plane. Walk to the top of the pyramid-shaped outcrop and jump to the triangular ledge. Turn around and there's a jump on to another ledge. Do this and then turn around again and long jump into the darkness, just left of the ledge you came up by. Ahead of you is a drop into a room where there are some clips to the

right. From the exit, long jump and grab. You'll be hanging from a ledge on the other side of the room. Turn right, swing along, and take the first left and then left again at the end. Then it's right, across the bare bit, right again and



drop down at the hole. Turn back the way you came and drop down. Go round to the right and pull the lever. Leave the save-game crystal and climb back up to the hole on the wall. Swing along the trellis, back the way you came, and along to the lever you can now access. At the end of the trellis, drop and grab. Climb down below and climb up to get at the lever. Pull this and more of the path opens. From the edge, short jump on to the pillar with the save-game crystal. Jump forwards again to the ledge under the hole in the wall. Go back round and pull the lever again. Now climb back to the hole in the wall, jump and grab the trellis and follow it round the way you came.

## TITES GO DOWN!

Once you make it to the far side of the huge stalactite, move up against it. Drop down and grab. Climb down until Lara's feet are almost touching the bottom. Then press the jump button and let go – this will take you to an alcove with a lever. Pull the lever, turn around and jump back to the stalactite. Climb up, right and haul yourself up. Collect what's there and turn round. Now jump to the far right to the ledge that's underneath the second lever you pulled. As you slide off it, grab hold and move over until you're under that lever. Pull yourself up and hit the jump button. You should be back on the platform where the save-game crystal was. Jump over to the hole in the wall, climb up and go through it. Drop down, pull yourself up to the platform in the far corner and crawl through the gap. You'll be on a ledge above the start of the crash site area. Drop down from here.

Follow the wall to the right, go past a tree and round a sharp turn to the right. Drop down, run forward and climb. You'll end up in a cave that leads into a clearing. There are some clips for you to collect just to the right. Now get your best weapon out. There's a man here but he's not the enemy. After you see him, two dinosaurs will run out. Try to kill them both without hurting the bloke – if

he survives, follow him and he'll show you a gate that needs to be opened. If he doesn't, then follow the left wall along from where you came in and you'll notice a dark opening that leads down a tunnel to the gate. You can just about see a lever and a gate on the side.

## DINO KILLER!

Head back to where you killed the dinosaurs. You'll see ledges around three sides. On the side that's opposite where you came in, you'll be able to climb one of the ledges and jump into the branches. Here you'll discover a medikit and some flares. Head to the edge of the clearing and to a slope downwards. There are still four small dinos to kill. To the left of where you slid down is a gate with a lever and a gate beyond it. Pick up the flares that are in front of it. Go to the water-filled cavern on the other side. Wade through the water and to the right. Get the key from the dead body in the little volcano. You'll then quickly realise that this isn't a volcano but is a dinosaur nest as a T-Rex comes



tearing towards you! Charge past it and run to the second gate. It'll be open and makes a handy hidey-hole while you sort out the dino. Pull the lever. Then go back to the cavern, take the other fork. At the end of it are some flares and another lever to pull. Now the gates will open all the way back to the crash site.

Once you're back by the plane, stick to the right-hand wall. You'll eventually find a black square hole to the right, near the back of the plane. Light a flare and you'll see it's a brick-lined passage. Drop down into it. At the end a gate will open into an arena. Get your weapon out. Past the corpse and dead dino, there are another five dinosaurs to kill. Having done this, collect the medikit and clips. Two of the five alcoves here have levers in

an empty alcove. Run past this, keeping to the wall on the right. The next alcove on the right has a passage. This leads down to a clearing with a bridge and the entrance to a temple. There's another man fighting a dinosaur here. Give him a hand if you fancy.

To the right of where you came in is a block that you can climb. Climb the next block as well and you'll see a vine on the left. Climb it to the top. Whip out your weapon and jump backwards, keeping your finger on the jump button. You'll jump off a ledge and on to a branch with a dinosaur on it to kill. At the end of the branch, near the steep slope, is a jump across to a ledge on the left. Leap up from here to the triangular ledge in the corner. Turn around towards the tree, back against the wall, and jump and grab. Lift yourself up, jump on to the ledge and collect the crystal. Jump on the branch that's on the right and from here kill a dinosaur. Then there's a jump to a secret bit, to the left of where the branch slopes upwards. Go up there and collect the clips. It's an easy slide back down. Head towards the dinosaur hanging from a rope. Long jump to the green patch just to the left for a medikit. Before jumping back, shoot the dino-on-a-rope. It'll fall into the river below, distracting the piranhas. Now jump back to where you came from and go down to the ground, the way you came up. Jump into the river and pull the underwater lever by the piranhas. This will open a gate on the other side. Don't use the bridge as it will collapse. Instead, swim along the same side as the lever, to the left, until you find somewhere to get out. Once

opens again, as does a trapdoor in the ceiling. Climb up into this room and collect the crystal. Head over to the body you can see and pinch Lt Tuckerman's Key, but watch out for yet another dino that will pounce as soon as you do.

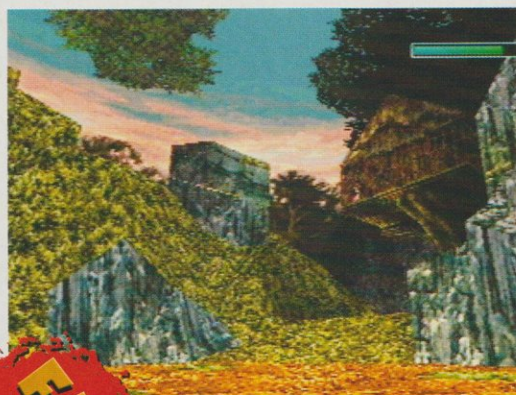
Then go back to the plane. On the left-hand side (as it looks



forward) is a the outline of a door. Go up to it, jump up and grab. Go to the left until you can safely heave yourself up. You'll now find yourself perched on the nose.

## PLANE CRAZY!

Run towards the back of the plane – jump forward when you can't run – and drop down into the hole in the top. Another dinosaur makes an appearance here and you'll also come across some MP5 clips. Then use the two keys in the key holes in the cockpit. Now drop down into the cargo hold at the back of the plane. At the far end is a purple room with a switch in it. Flick the switch and the tail-gate of the plane opens. The gun you've just walked past emerges. Get on the gun and press  $\odot$  to fire it. Hundreds of dinosaurs will charge at you – kill 'em all, let God sort them out (as they say). The gun can be moved up and down as



## INTERESTING LARA FACT!

2 We'll settle the big debate that's raging all over the country right here and now. Lara's vital statistics for those of you sad enough to care are 34D-24-35.

again, pull out your weapon as you'll have opened a door that releases a dino. Blast it into oblivion and go through the door. Don't put your gun away yet as another one is about to make an appearance. Next, you're locked in a large room with gas holes in the floor. There are three levers in here – pull them all in order, going clockwise from the entrance. Be prepared though, as the first lever releases a dino, while the third lever releases two of the little beasts. Once you've yanked all three levers, the door to the room

well as from side to side. We found it's best to try and get a good left-right rhythm going. Once you've finally dealt with all the prehistoric menaces, elevate the gun and shoot past the wing that's lying along the ground. There are two sections of wall up there that can be knocked out.

You'll have probably lost a few of your mates in the battle, so run around to where they fell and pick up the MP5 clips they've handily left behind. Run along the broken wing and jump over the river. Climb up at the obvious place in the corner. Do the right area first and collect the save-game crystal and large medikit – but don't use either of them as the level's now virtually over! Jump through to the other new area and that, finally, is that. For this level anyway...

– pull them both, then go back the way you came. As you make it back to the crash site, you'll hear gunfire. Climb the slope to the right and you'll see two men fighting a dinosaur. Leave them to it! Once they've killed it, slide down the slope towards them. Straight away on the right is





## MADABU GORGE



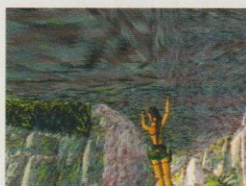
Run on to the second rock and shoot the demon. Turn right and move to the edge. Go down to the left three blocks, then jump to the block in the middle of the river. Jump and grab the far side, move right until you can pull yourself up. Turn right, pull up and jump ahead. Take a right, slide to the triangle, go left, jump up to another triangle. Jump forward to the triangle. Turn slightly to the left, jump to the block and turn the switch to the left. At the point you first pulled yourself up from, drop down and grab. Go left until you get to the end. Drop and grab. Climb to the crawl space.

### SHIMMY FOR ME!

Go down to the end, then jump to the crystal and switch. Pull the switch and leap back, before climbing up the trellis. Face the river, go to the edge and jump up to grab the vines. Swing across the river and drop. Jump back and grab. Go right until you can pull up. Turn right, aiming as far to the right of the gorge, that goes off at an 'L', as you can long jump. Do the jump and, when you hit and slide, grab and shimmy right until you can pull up. Jump through the entrance that you can now



see and enter the cave. The second right goes down. Slide to the bottom, turn right against the wall and jump backwards, grab and release. At the bottom, turn round carefully. Walk forward through it and drop down, before doing a left and right into a cave. Ignore the crystal you can see on the left. Jump forwards up the slope and then run up and left up the steps. Head left and drop down and throw the switch. Come back down the stairs and past the



cavern. Go into the darkness and crawl forward through the space. Pull yourself up, then up again. Go across the rope bridge, left through the room, drop down, along to the end, and jump right for a crystal.

Go back where you came. Turn left after you exit the crawl-space and make your way up to the first room of the

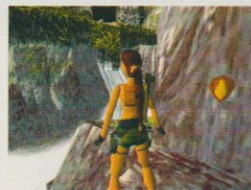
second a short one. From the second, a long jump will take you to the crystal in the cave. Pick it up and cross to the other side of the bridge, jump straight up and grab the vines. Follow them around the room. Drop down, and haul yourself up through the gap to the right. Turn right and go through the crawl-space. Stand up, move to the edge, turn left and long jump over to the wall. Climb up and over it and follow the passage along until you come out in a pool area. Here's a kayak!

Kill the two crocodiles that are wandering around. Then jump in the water and look for the lever that opens the grille. (If you're facing the grille, it's down and to the right.) Climb into the kayak. Launch yourself through the grille. As you go down, try to stay straight through the tube. At the bottom of the second waterfall, paddle to the left across the green line, stopping the blades. Turn around and go through them. You start on the left and you need to try to move across to the right. When you reach the bottom, the current will take you to the left. You MUST make it to the

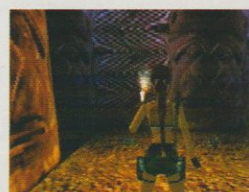
along past the fire-breathing faces. Stay as far away from them as possible and time your swings past them. Drop down at the end of the vines, turn around and long jump to the other side. Head into the pink and pick up the rocket.

### SWINGING!

Go left, haul up, forward, and haul up again. Then go forward and drop down into the cave. Go right to the end, then jump to your right. Follow the path around to your left and, at the end, jump to the triangle to collect a medikit. Then go right up to the waterfall, turn left and long jump to the other side for some clips. Go back to the other side, jump from the

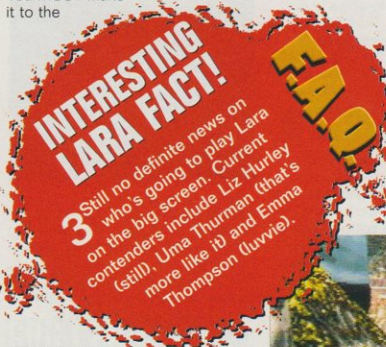


bottom, then along the corridor. A boulder will roll down towards you, so use L2 to duck behind the platform in the middle. Go up and over that one and the same thing happens again, with another boulder and another hiding place. Pull yourself over and take a look at the boulder on the ceiling. It'll crush you unless you turn side-on and walk sideways until you're



lined up with the start of the reflection of the flame on the far wall. Jump back, grab the ledge and shimmy as far right as you can. Pull yourself back up. Go down to the end and jump to the passage on the left. Jump over the flames and keep moving forward, ducking a boulder along the way. Go forward and haul yourself up.

Now you're back to where you've already done some kayaking. Go right and long jump to the first platform. Jump on to the wall and shimmy left on to the next platform. Crawl through the gap on the left to the rapids. Jump to the block in the middle, then long jump ahead to the ridge. Jump to the block with the zip-wire. Go to the bottom of the



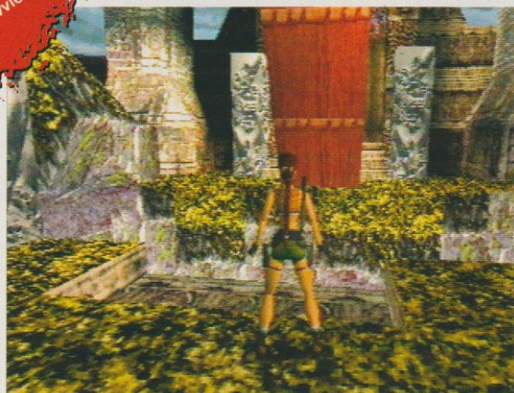
triangle back to the walkway, and then turn left and climb. Turn right, go forward as far as you can, jump and grab. Haul

right fork. Turn the kayak around and paddle against the current, eventually you will make progress. Head down the right fork and keep right at the next fork. The red lines warn of danger - don't cross 'em.

When the river rejoins, it's slalom time. Keep your speed right down by back-paddling. After you've done the first rapid, you have to get all the way over to the left of the river, crossing the green line. Then go over to the right, and then back to the left, past the crystal. Carry on down, round

the left and over a waterfall. Make sure you've got full health before you go over as you'll lose some. Stay in the middle and you'll pick up a crystal. From the lagoon at the bottom, paddle upriver to your left into a chamber that contains piranhas and a weight suspended from a chain. Take a sharp right and paddle up through a hallway - it turns right and opens into a cave. Go through the waterfall at the far end for a secret crystal. Go back to the piranha chamber. Paddle upstream through the only other new exit and then turn left, taking another left at the fork into a pool with a crocodile in it.

Get out of the canoe and on to dry land. Watch out for the creature that will pounce on you. Walk around to the exit back into the piranha pool. Go to the edge, jump up, forwards and grab the vines. Follow them all the way



yourself up and turn right, jump and grab the vines. Swing along past a face and take the right fork. Go to the end and drop down. Turn left and follow the path into the distance.

At the end there's a long jump over the blades to the base of a waterfall. Turn around and aim slightly to the left of the slope. Long jump and grab the wall. Keep going up and left. Drop down, turn around, go forward and into the entrance on your right. Turn around and drop backwards into the hole, grabbing the edge as you go. Climb down the surface to the



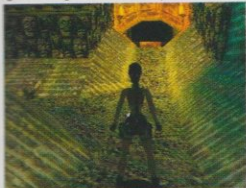
island, long jump to the crystal and then long jump back again. Now go down the zip into the blue and green area. Drop down to the bottom and climb up the column of faces. Haul yourself over the top.

Take the first left and pull the lever. Go back to where you hauled up and go down the corridor. A torch will light and a creature attacks from the right. Drop down to where it came up and take the slide. You'll end up back in the chamber. Get back in the kayak and go out the way you came in and down the new hole. Try to follow it round to minimise damage. You'll fall through into a large chamber with a crocodile in it. There are a couple of landing points where you'll be able to shoot it. One of the points has a gate in it. Drop off here and dive underneath to find the lever that opens it. This releases a couple of crocs into the pool. Then it's up and out of the water, through the gate and the level's finished.



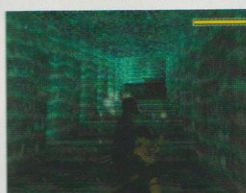
## TEMPLE OF PUNA

Shoot the blow-darters that run towards you from the steps to the right. Jump up there and shoot another one. Go up to the end, haul yourself up twice and get ready for another blow-darter. Pull yourself up and run to the top, and go through the crawl-space. Haul



up and go down to the end of the passage to pick up a medikit.

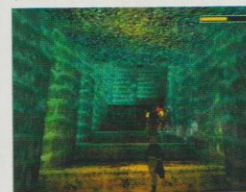
Turn left and watch the rolling wheels pass you to the right and slide down the slope. Turn and run left by the side of the faces. Crouch down – the wheels roll back but will just miss you. Hit the switch and crouch down. Wait for the wheels again, then go and do the same thing with the other face. Turn around and move to the



top of the slope and wait for them to come: you'll be able to get over them. Once you've flicked all four switches, the door on the opposite side of the room to where you entered opens. Go through the door, haul up and slide down. Head for the left corner and pull out the block.

### LEVER-AGE!

Pull all three levers to open the door. Drop back, grab and fall through the hole that's on the other side of the door. When you reach the bottom, turn around and slide down into the boulders. At the end, on the left, is a lever to open the door. When you've pulled this, walk back towards the door. Keep an eye out for the different colour block that's in the



floor. As soon as you touch it, the boulder rolls, so run to the door, turn right and keep running. As if that wasn't enough, there are also three blow-darters ahead.

### SWIVEL ON IT!

You'll now be back at where you started the level, except the gate to the left of where you came in is now open. Head down the slide and in front of you is a chair that will swivel round when you get near it. Before you approach it, though, there are two small medikits to collect, one to the left and one to the right. Don't use

them now, unless you're poisoned. Then approach the chair with your best weapon ready. As soon as it swivels round, jump backwards while firing, then keep on jumping left and then right while still firing. There will eventually be a big explosion, after which you can collect the Ora Dagger to end the level.

### INTERESTING LARA FACT!

4 Lara's attempt at pop superstardom failed dismally, but she has a new sideline. Clothes. She has a range of clothing named after her that you can get in the High Street.

FAQ



### INTERESTING LARA FACT!

5 Lara has so far appeared live with U2 on tour and on the cover of The Face magazine. Let's see Sonic the Hedgehog or Crash Bandicoot match that lot!

FAQ



## LONDON

**The Big Smoke.** The o-o-o-o-old tahn. Home of dungeons, eel pie and the Walford Gazette. Lara's on home ground here, so you'd expect things to be a doddle. But ape-like villains, mad-as-a-tree tube dwellers and a huge gun battle await our lady here.

If you suffer from vertigo, you won't want to be wobbling around Thames Wharf for long – it's chock-full of worrying ledges. Thankfully, our hand-in-hand, step-by-step walkthrough will get you out of there mighty quick... Soon you'll be going deeper underground with Aldwych's spooksome tube station

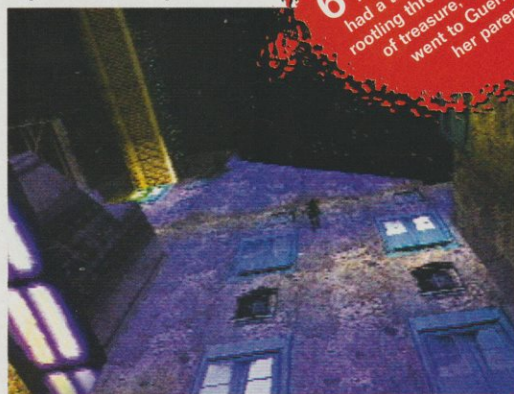
As we pointed out in our *Tomb Raider 3* review last issue, the City level (see page 57) requires Lara's 'most monkey-like climbing skills'. You'll certainly have needed to master her moves by then – if you're still having trouble, head for this issue's Masterclass (page 72), where we demonstrate the best ways for getting Lara leaping. Until then, get your medikits and save-crystals at the ready. We're going in...

## THAMES WHARF

To collect extra objects at the start, walk onto the bridge near the top, turn and long jump over the roof-top! Follow the passage to the left and get the save-game crystal and shotgun shells at the end. Turn and climb up on the



block, right, haul up on to the roof top, forward and jump down on to the crane. Run along the gantry to the gap in the railings. Turn left and drop down onto the counterweight. Lower yourself backwards over the edge and drop down to the roof. Slide down to a ledge. Walk off, avoiding the barbed



wire. In the middle is a passageway – go down it and round to the right, for some goodies guarded by rats. Back out, left to the end, walk into the barbed wire and haul up. Left, haul up, and then climb up to the platform on the right. Back on to the counterweight and haul back up on to the crane. Long jump diagonally to the right. Along to the end, short jump to the platform, left, jump and haul up, slide down. Haul up to the right, haul up again and long jump back over the roof-top, to slide down to where you started.

Move to the edge of the last platform. Turn and drop off backwards. Grab, drop, then jump to a ledge. Shoot the raven. Throw the switch. Jump up and

grab the ceiling. Go to the zip wire. Drop down and grab it, then go to the other side. Slide down, grab, release and grab again. Slide right. When the sniper heads away, haul up and shoot him. Throw the switch. Back out. Grab the small medikit and go into the warehouse. Left to the end, right and jump to the ledge. The second block crumbles. Shoot the rats on the far side. Run and jump to where the rats were. Follow the long corridor around to the right,

to a sloping ledge on the same wall. Haul up to the end and turn right. Walk to the highest edge. Jump up, grab and haul up to the warehouse entrance. Back out to the alley and drop down where the green block has moved. Shoot the raven and haul up to the first visible crawl-space. Left and right into the flue. At the end, jump over and flick the switch. Go through the flue and drop down the slide backwards, on to a crate. Kill the sniper. In the alley are

flares and behind the crates, a save-game crystal. Climb up the crates. Jump and grab on to the ledge. Climb up the wall. Drop off at the platform and go up the other

climbable wall. Go left and climb a third wall. Jump to the lower platforms. Left and long jump to the other side of the alley. Drop down and get the small medikit.

### SWIMMING!

Face the wall, jump up, grab and shimmy to the far right. Haul up and follow round to your left. At the end (point A), go down the passage to the right. Follow it passage and long jump over. Left, haul up, and shoot the raven. Hit the switch and grab the large medikit. Back out and jump over the gap. Turn right and jump onto the painter's platform. Kill the raven. Pick up the flares and use the flue room key to open the door. Drop down, run forward and get the save-game crystal, left and hit the switch. Back out down to the painter's platform. Work down to the left and go back through the flue. Down to the floor and to point A again. Shoot the sniper and haul up at the end. Follow the passage. Jump forward, grab and haul up for shotgun shells.

Turn around and jump back. Go down the hole, then down the slide. Jump over and grab (from the back of the platform) at the bottom. Haul up, down the next slide and collect the save-game crystal. Left and follow the passage, picking up a large medikit. Ready a gun and go down the slide. Kill the rats. Keep your gun out. Drop down the hole into the switch room. Turn left to shoot the soldier. Hit the switch.



run to the far end of the passage, and right. Then into the water. Swim down for Uzi clips and a small medikit. Pull the neon-lit lever. Go back to the entrance and hit the switch again. Back down the passage and first right to the end. Into the water and through the door. Let the fans slow down and swim past them. Surface to the left. Haul out and ready a weapon. Up the slope, pause by the crawl-way and shoot the rats. At the end of the passage pick up the shells. Now through that crawl-space, and pick up the small medikit. At the end drop down, and go through the doorway. Avoiding the machine, go and see where the blue panel is in a recess. Pick up the save-game crystal and go to the light switch round the corner. Turn them on. Back to the other end of this chamber (beware – the robot will give you a deadly shock). Pull and push the cage until it's at one of the intersections by the blue panel. Wait for the machine – it burns out against the panel.

### SENTRY HELL!

Exit the chamber and climb to the first room. Hit the switch and kill the sentry. Hit the other switch. Down to the second pool, dive in and haul out at the red exit. Run to the third pool. Swim over to the ledge, haul out and kill the guard. Into the room and hit the switch. Now back to the start of this section to hit the switch. Out to the third pool, left along the gantry, and in the middle, jump up



and grab the ceiling. Swing left then right to the end, drop down. Kill the rats. Get the small medikit from the little crawl-space. Run to the other end of this passage, collecting the save-game crystal. At the end, pick up the large medikit and drop into the second pool. Climb out, shoot the guard, and go back to the switches room.

### NEXT LEVEL...

Hit the switch and go to the third pool. Dive through the hole in the bottom. Go left at the first gate. Surface for air. Dive back down and get the shotgun shells and small medikit from behind the alcoves. Haul out at the passage on the right. Kill the sniper, who drops a small medikit. Collect the save-game crystal from the alcove to the left. Jump over the barbed wire, grab and climb up to the top. Walk to the middle of this ledge, turn left, jump and grab the platform. Haul up, turn right and long jump, grab and haul up again. Walk through the barbed wire and jump up to the platform. Walk left along the roof and haul up at the highest point at the far end. Go down where there's no barbed wire. Walk to the end for goodies. Back up the roof and get the sniper. Haul up, go left along the ledge, get the next sniper. Carry on round the ledge and try to jump down. It's here, oh joy, that the level ends. Wahey!



## ALDWYCH

Fall down and hit two slopes. Grab and haul up for some shells and drop into the water. Haul out and go up four flights of steps. Kill the torch-bearer, who drops a medikit.

Out into the ticket hall. You can climb on top of either of the two left-most booths. Up here there are shells, clips and flares, and a block to pull out in a corner. Go down the next drop and climb down the ladder to the crystal.

Haul up, shoot the window and go back to the ticket hall. Go down the right-hand set of escalators and get down on to the tracks at the end. Run towards the blue light. As the train comes



towards you go down the passage to the right. Up the slope and kill the thugs. Get the medikit round the corner. Climb the crates to your right, get a crystal. Climb back up on to the crate and kill the dog. Long jump to the crates opposite. Pick up the clips. Climb up and jump off back to a ledge. Haul up and kill the thug. Face back, jump forwards and grab. Swing along the ceiling and drop down. Slide down, right, and up.

## ROCKET!

Turn round, jump forward and get the rocket. Back down, haul up. Drop down the slope backwards, grab, release, drop onto a platform, jump left, you'll slide down, jump and grab, release, fall through a platform, grab, haul up and jump backwards. Turn round



and go into the room. Drop down the hole. Go left, haul up and down the passage to the left, pick up the medikit. Back up to the all-metal room and up through the ceiling. Jump across at this level and round a corner for a crystal. Climb up the wall. Haul up at the top. Edge to the right. When the flame dies, run across and haul up to the right. Collect the medikit.

Left, haul up and go left to the end. Jump and grab the wall. Climb to the middle and jump off backwards, hit the switch. Back to the climb, haul up and crawl under the flame. Get the clips. Lower yourself over the other side. Follow this round, hauling up twice and into the roof. Go left to the end, kill the rat and get a medikit. Back out and drop down through the hole. On to the platform and kill a man and a dog. Back down the big hole on to the track and towards the blue again. Haul up through the hole. Turn round, jump and get the shells. Kill the man and the dog. In the middle of this hall is a room with some clips. There's also a platform. Fall through it and pull the block. Go down the other hole. Haul up to the right, run along, round to the right and into a green-lit chamber. Ignore the switches for now. Go up the slope into a chamber with three doors, these are the doors controlled by the timer switch. As you face them, number them 1, 2, and 3 from left to right. The left-hand switch opens door 1 etc.

Go to 3, and throw the switch. Now 2, haul up on the far side and up through the hole in the roof. Throw the switch and follow this along, let yourself down at the end by the switches again. Now 1, turn left inside the door, haul up, jump up, grab and swing over the water. Drop and grab on the far side, and haul up for shells, a crystal and a key. Get into the water, go down a tiny hole in the pond and exit back into the ticket hall. On to the roof of the far-left booth, jump up and grab the side of the block you moved earlier. Climb up and haul up at the top. Go down to the office and pick up the medikit and a key. Flick the switch and exit down the right-hand escalators. Use the key on the panel at the far end. Through the door, get the goodies and flick the switch. Run to the far end of the platform and get the Old Penny. Go down the large hole at the bottom of the escalators. Run back to the room with the crates.

This time before you jump to the first climbable wall, go along these crates to the wall, drop down into a hole and flick the light switch. Work back round to the drill hole, drop in and across the top of the drill, haul up on the far side and get the other key. Right, haul up and round to the end. Drop down to the far end and round the corner for a medikit. Back to the

ticket hall. One of the booths has a darker window, use the Old Penny here for a ticket. Down the left escalators, kill the thug. At the end there's a window to smash and a secret area to drop into. Back to the platform, down on to the rails, kill two rats and run towards the purple. Kill the thug. Go in the door, hit the switch and go to the first for a crystal.

Go through the third door, over the pond and through the switched

## INTERESTING LARA FACT!

7 Lara's hair is actually a wig! She's as bald as a coot underneath, and has been since the 'Tokyo Incident' three years ago! Woven from the finest badger fluff, it tends to make her sneeze. FACT.



door at the end. Go first right, first right and hit the switch. Turn round. First left, first right, second left, and hit the switch at the far end. Turn around. First right, first right, turn left and down to the end for a medikit.

## ORNATE STAR!

Back around and hit both switches in this room. Out into the maze and first left. Hit the two switches here (one for the second time). Go back and go right, first left, first left and right for a medikit. First left, first right, first right, first left and hit the switch at the farthest end. Turn around. First right, first right and hit the switch opposite. Turn around. Through the doorway, first right, first left, first right and hit the switch. Turn around. First right, first right, first left, first right. Right again for clips. Back out, right and then left at the painting, along the corridor and right into the ceremonial chamber. In the middle is a crystal and some clips. Pick 'em up. There are two keyholes in here. Use the two keys. Through the open door, across the collapsible section and get the Masonic Mallet. Jump back over the pit and kill the dog. Run or jump over the collapsible platform, and through the curtains to pick up the Ornate Star. Run to the farthest corner of the room and through the open doorway. Grab the flares and the medikit, light a flare, into the water and follow the passage to the end. Haul out, haul up to the next platform. Turn round, long jump and grab, haul up into the crawl-space. Go right and let yourself down on to the platform. Haul up, turn round and jump forward, and grab the ceiling. Swing left and to the end, drop, grab and haul up into the space, along to the end and shoot two rats. Use the ticket and go up into a hall. Down the



right escalator and use the Masonic Hammer on the door at the bottom.

Flick the switch. Drop down into the blue and go left. A door opens, shoot the thug, get his medikit, and carry on. Jump across, and shoot the dog that comes from the left. Go down and out on to a platform with a train



## LEVEL END...

Go down to the far end of the platform and shoot the thug who'll drop a medikit. Pick up the crystal and drop down on to the tracks. Down to the rubble-filled end and crawl into a hole at the far right to get some goodies. Back to the second hall, run round the exit barriers and use the Ornate Star on the office door. Shoot the thug, go in and haul up at the end. Follow the passage through the crawl-space and out at the end. Drop down and collect the crystal.

Out through the door and down the steps, taking out the dog on the way. Back up to the hall, down the other escalators and jump across at the bottom. Ignoring the platform take the last left, over the bridge and through the door.

Turn right, drop down at the orange, left and down and go through the crawl-space. Jump and grab up through the hatch into the train. Throw the switch up here and drop down. Through the crawl-space and out. Now you have a choice. If you go down the first right, collect the medikit and drop off the end, the level ends... Remember this point. You can find another secret room, Go to the end of the passage and right. A thug will emerge from the right. Don't kill him. If you let him run round

the corner he'll get his friend, who'll open a door. Wait until you hear the door opening before killing them. Down the first bit of the slope and right through the door. Get the rocket and throw the switches. Back into the passage and back the way you came, turning right at the other end. Up through the hatch and into the train, throw the switch and drop down the new hole. Through the crawl-space and climb up the concrete block.

Jump, grab and haul out to the right and go through the door to the left. Work your way back to the hall for a secret room. A switch in here opens the path through the train to the level end!

Tell me again how much you wanted me back.



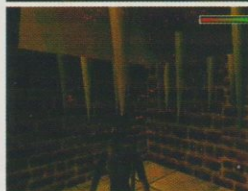


## LUD'S GATE

Take a left, and then follow the thug down into a room that has two shallow pools. Take the left path to the end, slide down and jump and grab up in the right hand corner, before you're crushed! Slide down, and drop at the end. Hit the switch to your right. Turn round and out to a cave. To the far right is a platform, drop on to it. Drop down backwards and grab. Release and grab and shimmy along to the right. Haul up into a crawl-space and get out to the right in a secret area. In the middle is a ledge to haul up to. Then haul up right. Turn round and diagonally long jump to the top of the slide. Turn right out of the cave, left by

the ceiling, swing forward and at the end, turn left, go to the edge, drop, grab and haul up for a crystal. Jump back and grab the ceiling, right to the end and drop down safely. Forward, right and haul up at the ladder. Round the corner and in the room push the block under the hole. Up on to it and haul up left into the crawl-space, turn round, back out and drop down the other side.

Head out and back down the pillar and climb the column on the other side of the room. There's a jump and grab from the top to a platform, right and up into the crawl-space. Down and up again, down the slide to the right,



the switch and haul up. Climb up to just above the level of the first platform to your left and jump off backwards. Pick up a medikit in here and then go back to the wall. Climb up and left. When Lara is just above a green section to her left, jump off backwards for a crystal and some shells.

### EGYPTIAN ROOM!

Slide down, jump and grab, climb left and to the top. Haul up, through the crawl-space, all the way to the end and listen for the guard's footsteps to move away, before going round to the right and getting some shells. Back



along the crawl-space, stand up in the middle and haul up to your left. Forward, drop down and kill the soldier. The switch opens the door and there's another soldier. Pull the block out, go round the other side and push it into the corner. Out into the corridor, first right and into the Egyptian room. Round the back of the pillars for a medikit. Climb up the first three blocks at the base of the central column and turn round. Long jump and grab



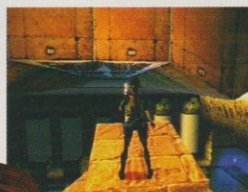
get shells and flares. Turn round, drop down, haul up, haul up again and round to the right. Down the short slide, jump at the end, grab and haul up. Forward, haul up to the right, turn left and walk to the top of the slide. Down the slide and jump and grab immediately forward from this collapsible platform. Haul up and collect the Embalming Fluid. Through the crawl-space and collect the clips. Out at the end, ready a weapon and kill the guard who comes round the corner. Go straight along the corridor and into the crawl-space left at the end. Follow it through and be prepared for a guard right at the end. Hit the switch in this room and go through the door to collect a rocket. Back out and down the hole in the floor behind the blocks. Face toward the crystal, jump forward and grab.

Swing along the path and you'll drop down to get it. Face into the room and edge to the far left of the

platform. Jump forward and grab, then go past two white lines on the ceiling before dropping to a platform on top of the sphinx's head. Walk forward on to the sphinx's peak and drop off backwards, grabbing to either side. Drop down and collect the rocket. Save if you can...

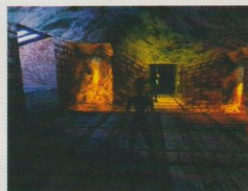
### THE SPHINX!

Go to one of the two most extreme edges of this platform. Turn to face in the same direction as the sphinx, then turn slowly into the middle of the room until you can see a slope behind you. Jump backwards, slide and grab then drop, you'll slide again and end up unharmed on one of the sphinx's



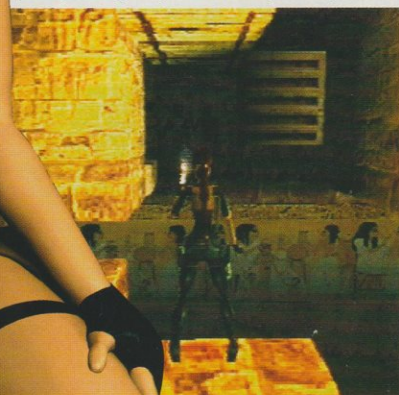
legs. Drop down between the sphinx's legs and then down on to the floor level. A guard will come to investigate. Run round to the right-hand side of the sphinx (as you're facing it). Halfway along is a passage from which a guard will appear. Further on down here are some shotgun shells. Back to the passage, up the steps and at the top is a ledge that you can jump, grab and haul up to. Pull the block out, drop off the ledge and go round to jump and grab up on to the block. Climb up to the top, then right and drop down into a new passage. Along

to the end, turn round and jump, grab and haul up. Along, drop down right at the end, then drop down left. Push the block you're facing forward. Then turn round and pull the other one twice. Drop backwards off the ledge, grab and shimmy right. Climb up and follow the route you just did again, back to the room with two pools. Go down the right of the two



passages on your left, down the slide, pick up the large medikit and jump on to the climbable wall you've seen before. Now work your way all the way back to the slide before the leap to the Embalming Fluid.

Slide down backwards and grab. Now let go. You'll slide and bounce and fall a very long way into a pool. Swim down and a current will help you down a long corridor. When you come to the end, swim left and up to the air. Haul out of this pool, collect the harpoons and back into the pool you came out of. Dive down and round to the right, continuing on to the end by a window. Surface here, then dive back down and pull the lever (you'll need a flare to find it). Swim back the way you came in and surface in the newly-opened hole, halfway along. Haul out, right and haul up. Hit the switch and go back into the water. Light a flare, swim towards the first pool and look out for an opening to your left - go through it. Don't surface when you emerge from the tunnel, instead swim to the immediate left and surface at the far end. Haul out to your right. Turn round. If you look out to your left you'll see



the scuba diver. Jump over the water, turn left and jump over the nearest triangular slope. Go to the right, behind the diver and get the harpoons. Kill the diver and the guard (don't worry if the diver gets away). On these crates is the Boiler Room Key. Go over to the crates underneath the overhang to your right for more harpoons. On this side of the water is a big rocky slope with

**INTERESTING LARA FACT!**  
8 Lara sits like this because she's got a 'special spine'. When she was a nipper, she fell off a climbing frame (ironic, eh?) when her dad was buying some ice cream from a passing van.



steel platforms at the side, go to them and drop down behind for a medikit. Go to the alarm. Haul up underneath it, facing the wall. Go left to the end, left and haul up some concrete blocks, into a crawl-space, dropping down for a medikit. Back to the alarm and go left again, but this time go right at the end, up a slope, left into a passage-way and haul up right at the end into a crawl-space. Down the other side for a crystal and flares. Go back out and along the brick passageway, kill a sentry. Down the slide and into the water, and there's a hole in the river bed.

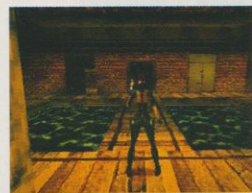
## INTERESTING LARA FACT!

9 Lara is so rich she doesn't have to do anything ever again! When she retires from tomb raiding - at least five years from now - she'd like to spend more time drinking shandy and eating burgers!

frogman in it, the other one has an air pocket. Get air and kill the croc.

## CROCODILE!

Along the tunnel where the scuba diver waits - if you didn't get him earlier. Go back and get some air.



Imagine that the alcoves are numbered 1-8 clockwise, from the one with the airhole, and that they're designated U or D, for Up or Down. So the one with the airhole is U1 and you came in via D4. Go to U2 where you'll pick up a vehicle. Use this to zoom around, though you'll have to go back to U1 for air. In the alcove below the frogman is a medikit. The alcove opposite that (D5) has a crystal. In D3, there's a level. It opens a door in U4. It's a difficult journey. Go there and pull the lever. This opens a door in U6, go there and pull the lever. Two frogmen are released into the

area, through a new door in U8. Go through that and follow the passage round and up for air.

Dismount and haul up where you can. Drop into the water on the far side and turn back round. Just below where you can haul out is a lever that turns off the flames.

Haul out, up to the right, turn right and jump to the platform. Long jump to the next platform, turn left, jump forward and collect the medikit and clips. Now slide back to the platform and long jump to the far end. Go forward, round to the right twice and along to the end, avoiding the piledrivers. Haul up at the end. Go to the end, turn right, long jump forwards and grab. Swing along to the hole in the waterfall. Drop, grab and crawl through. Out the other side, use the Boiler Room key, get the crystal and throw the switch. Back out, slide down the waterfall and go back round, but this time swing to the far side of the



waterfall. Drop down and down again to the left. Pick up the goodies there, head back to your vehicle and dive to the alcoves.

The new hole is in U3, directly opposite U8. Through U3 and to the left, then get yourself



Well they need a bit of extra support sometimes!

all the way up to the air. Dismount. You can haul out on two sides, get a medikit, deal with the pendulums. Keep to one side and crouch when you land. There's time to make a long jump between each swing. Through the corridor at the far end. Just at the beginning of the corridor is a haul up to the left. Haul up again. Go down the slide and haul up at the bottom. Turn right and haul up. Round to the side and to the edge of a drop. Long jump to the far side and grab the hand-hold. Release and grab again. Haul up into the crawl-space and crawl left and up, left again and out. Long jump to the red gap, grab and haul up into the crawl-space. Go through it and drop. Forward, haul up and down the slide, to the crawl space.

## CITY



you just swung across. Run across here to the switch and hit it. Back over the bridge, left at the end, haul up and then jump up and grab through the fallen section. Turn round, jump across, jump and haul up. Run across this bridge and jump off to the left and grab the climbable wall. Climb to the top and go through the crawl-space. On the far side, stand up and turn round in safety (we'll call it C2). Wait for a recharge, then forward, jump and grab up. Carefully long jump right to the other building. Hide behind the pillar at the far end. Shoot the box on its side and your enemy will perish as the electrics short circuit. Don't forget to go and collect any spare medikits before going further.

The bridge across is now electrified, so long jump back the way you got here to C2. From where you long jumped before, turn

right instead and long jump to the other building. Climb up and turn left. Long jump from here to the other building. Along to the left and haul up. Haul up right and go left over the concrete block. Throw the switch on its far side and it's safe to go and get The Eye Of Isis. Level f-f-finished! As you don't really need to use up any ammo, medikits or save-game crystals to complete this level, it may be worth your while repeating it if you have done so...

Head out of the door in the corner and straight into trouble as you're put under a hail of bullets. There's a pattern to your opponent that's worth knowing. She alternates between firing 10 and 11 shots at you between recharges, and the first shot of the sequence is extra-powerful with a bigger blast radius. Use the available cover to crouch behind and try to stay on the far



## EYE OF ISIS!

Keep an eye out for the plentiful medikits - don't bother picking them up when you see them, there'll be a chance to go back and get them later. If you get lost on this level, you just have to look for the flashing light that signposts your next goal. So, it's out across the roof-top and to the slope going up to the right. Run up, haul up at the end, go left, jump up, grab and swing to the other side. Drop down, left, roll and jump and grab up to the top of the bridge

## INTERESTING LARA FACT!

10 Lara's two favourite pistols are called Clint and Harry. Clint is named after Bill Clinton, who she 'met' recently, while Harry comes from 'Harry Krishna', the name of her first boyfriend!



## NEVADA

**N**evada. Famous for Area 51 and not much else. America's toppest of top secret bases, which of course doesn't exist officially, is going to get a visitor from Blihty...

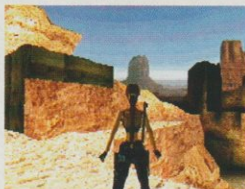
After you've finished the initial India area you can do the rest of the stages in any order. After playing through this many times, we reckon you may want to do Nevada first as it's slightly easier than the rest (pity we didn't know this before we waded through the lot mind you).

Nevada may be a bit sparse when it comes to things to kill (it's populated by a few snakes, the odd buzzard and one or two unlucky guards – thank God for grenade launchers) and by the time Lara has laid down her thing, it's going to be a lot sparser.

So onwards then, the walkthrough continues and just one reminder before we begin – save loads. There's nothing more frustrating than having to do a really tricky bit over and over because you didn't save just after you completed it.

## NEVADA DESERT

Walk forward and shoot two buzzards. Go through the gap in the rocks and go to the right of the pool, into the ravine. Turn right, jump up and go right. Push the block to the left and get the shells. Go along the passage, pull yourself up twice, go left and haul up. Turn round and fall back and grab. Shimmy along to the right of the block and drop down. Kill the snakes and pick up the flares, medikit and crystal.



## DIRTY BUZZARDS

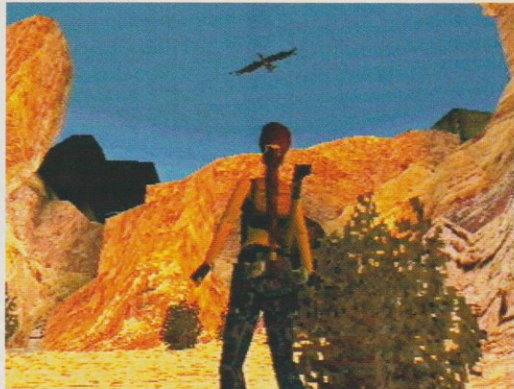
Push the block through and go back to where you came in. Long jump to the next block, then do it again. Turn right and haul up. Run along the passage and outside. Walk along the path to the right and you'll end up in front of a tank. Get to the end, turn right and long jump across to the ledge. Follow the ledge around and long jump across the ravine. Walk along the ledge, jump over and then run off the end. You'll land on a red rock. Walk off the end, turn right and collect the medikit. Turn around and go back onto the highest part of the ledge. Long jump and grab over to the outcrop. Go up to the top and you'll end up on top of the tank. Drop down the hole and swim along the passage until you come out in a pool. Pull yourself out and go through the arch and onto the ledge. Turn right and long jump to the triangular ledge. Jump and grab to a platform that you can only just see. From the edge, short jump to a square platform below. Walk round this ledge and then haul up. Move to the highest part of the platform and pull yourself up. It's a long jump and grab to the other side. Walk left along this ledge and jump to the triangle,

haul up. At the end, turn right and do a short jump. Turn and face the hole, fall off backwards and grab. Then drop and grab, shimmy along left until you can haul up.

## VINE ROMANCE

Jump and grab the vines and follow them right. Go against the wall, drop and grab. Climb left and down, then drop off. Take a left and run to the end, jump and grab across to the wall. Go to the top and leap backwards off. Long jump diagonally across the waterfall. Short jump then long jump to the platform that sticks out on the right-hand corner. Turn left and long jump across the river. Walk around to the sandy area. Take the left past the pillar. Where the stalagmite and stalactite

shoot the snake. Go right and jump over the outlets. Next to the second bush are two grenades. Head to the locks, jump in the water, swim down and left and pull the lever, turn around and get the clip from the alcove that opens. Swim out and back to the outlets round the corner to the right. At the far end,



turn right and pull the lever.

## BREATHE

Turn around and surface for air. There's now an open grille by two metal struts in the middle of the outlets. Swim down it and you'll come across two levers, one just as you enter, which is above where you swim through, and one round a bend to the right. Pull them, go through the passage and you'll emerge inside the dam.

Go along the passage and flick the switch. Take the passage on the right. Now you're back at the locks. Carry on into the area that's drained. Run down the right side and drop to the river bed. Go along and pick up the medikit to the left. Line yourself up with the medikit on the ledge on the far side and long jump and grab. Leap back over and drop down to the right of the dry waterfall, on to the platform below. Jump through the

waterfall to your right for a rocket. Jump down and right to the platform that's round the corner below. Long jump over the river to the next platform, turn right and long jump onto the sloping platform. Drop down to the turbine room and run right around to where stalactite meets stalagmite. Turn right and down the passage. In the room with the lift, kill the workman, go right, turn left and over the wood slopes to collect the crystal.

Go in the lift and get the switch. Go to the turbine room, go right and out along the platforms. You should be standing on the platform by the pillar with waterfalls on both sides. As you look out, there's a platform to the right. Once you're there, haul up for a medikit. Back down on to the ledge, long jump towards the wall on the far side of the ravine and grab. Climb down, release and grab again. Haul up and jump and grab onto the wall to the right. Climb up to the detonator room. Get the crystal on a ledge to your right and the medikit back in the room. Follow the wires to the TNT and get the flares from the cave. Go back up to the detonator. Use the switch on the detonator and then get out of the way. Back to the TNT. Climb up the red rocks to your left. Turn right and long jump, grab and haul up on to the square platform. Turn around and long jump to the triangle. Go left and short jump to the next ledge. Walk round it and haul up to your right. Crawl through to see the base.

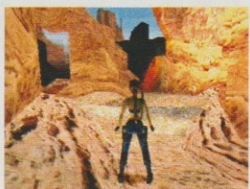
Drop down to the valley. Run around, keeping to the right. In the bushes are grenades. Turn so that the base is in front of you and to the left. You can see an opening. Run to it. Haul yourself up and there's a crawl space to go into. Crawl through and follow the passage round. When you stand up, go forward. When there's a drop down to the left, there's also a jump across and grab – do this. Turn right, jump up, grab and haul. Go forward and into the water. Swim round the central pillar until you see a lever. Pull it and a door opens. Swim down the tube to pull the lever on your left. Back out of the water and back the way you came until you fall where you jumped across. Climb back up to the other side and back out to the

Kiss my  
treads,  
America!



clearing. Run past the wire on the edge and turn left. Run towards the opening. Slide down, turn left and go through. Ignore the door and go right round the outcrop in the middle. Read the signs.

Go through the door. Throw the switch. Head back to the clearing and climb the red rocks, then jump up where you slid down. Go right at the fence and head to the passage with the crawl space. Drop down when you get to the hole. Go right and crawl left. Go up the ladder and through the door, swim round and climb. Long jump through the gap. Drop down and run right. Keep going until a plane flies past. Go right to the warehouse. Climb around the



cases for a medikit. Get on the buggy. Use it to get on the roof of the building, via the ramp, where you'll find the card. Go back down the ramp and drive round the building. Get off by the grey slab. Climb into the pool room. Go into the office, turn right and use the card in the slot. Use the switch. Get on the buggy and go to the gate. Flick the switch to open the gate. Drive down the opening, go left, up the outcrop in the clearing and jump over the fence.

INTERESTING  
LARA FACT!

11 Lara's name wasn't originally going to be Croft. She was going to be called Lara Cruz, but thankfully it was changed to the slightly more aristocratic 'Croft' during development.

almost meet, go past to the right and round. Shoot the thug and, when you come out by the turbine, turn around and climb the ladder. Haul up, turn right and follow it round to the right, until you go outside. Climb onto the post, turn left, cross the lock and



## HIGH SECURITY COMPOUND

Jump up to the window behind you which triggers the sensors. Turn around, jump over the guard and go through the door. Go left and run along the landing to get away from the MP. Once you're far enough away from him, hit any of the switches on the landing. A prisoner will kill the MP.

### JAILBREAK

Open all the doors. Notice from the writing on the walls that this is Bay C. In the cell diagonally opposite the one you started in is a passageway. Jump into it and push the block. Crawl to the left. Go through and push the other block. Go right and push the first block to its starting position.

Haul up through the hole. Run forward, long jumping over the wire. Go along, walk through the wire and pull the switch. Turn left, haul up, walk left to the ladder, turn, drop down backwards and grab. Go down the ladder and go to the passage on the left. Turn around and go along to the end, jumping over the black square. With the source of light to your left, walk back on to the square. When it collapses, run diagonally to your right and hit the switch on the wall opposite the display. This releases the prisoners who'll overwhelm the guard. Find the guard and get the keycard and a medikit. With the clear wall to your right, there's a gate. Use the keycard in the slot. Go into Bay D. Run to the end and turn left. Hit a switch and go to the washroom.

At the far end is another switch and door. Go through. As you enter this room, you can see



there's a hole in the ceiling. There's a movable block here which, by alternate pulling and pushing, can be moved round a column and under this hole. Climb in here, jump over the pipe to your left and hit the switch. Back down into the now water-filled room and swim over to the farthest corner where there's another hole in the ceiling. Swim up. Haul out at the top, run down the corridor and jump right over the hole that leads into the flames. Follow the corridor to the right and drop down at the end. Run along, jumping over the barbed-wire pits. At the end it's right and drop down.

Click the switch but ignore the door it opens, instead go into the yellow area and hit the switch in there. Head back out, haul up to



where you came from and go back to the drop above the kitchen range. Drop down and run through the kitchen picking up the medikit on the ledge. At the far end is a

switch which opens the door. Open the door to the right, then the one to the left. Lead the MP back to Bay C where the prisoners will kill him. Get the medikit. Go to the door the MP came through. Throw the switch. Go into the kitchen. Climb up by



the fans and get the crystal. Face the middle fan, jump backwards, slide down and grab. Shimmy left and drop. Turn left and haul up into the crawl-space. Crawl through and left. Stand up, climb the ladder in front of you. Shimmy left and drop into the corridor.

Move along this dead-end passage and one of the prisoners will open the door at the ladder. Get back on the ladder and climb up and over. Welcome to Bay E! Turn right and follow the passage along. Go right, then left and climb the grille in front of you. Haul up at the top and collect the medikit to the right. At the top of the slope is a patrolling guard. Wait until he walks left and then run up the slope and right. Head across the open area and through the gap with the crate to your right. Go left and then right to a hole. Drop down on the left-hand side and keep going down into a passage.

### GET SOME HELP

Flip the switch by the left-hand door and release the prisoner. Follow him. He'll kill the MP for you. Get the keycard. Use it in the slot by the door. Go through and to your right, getting the medikit and clips. Hit the switch and go back out through the gap with the crate. Turn right.

Run through and left to the hole. Turn round, jump backwards down and grab. Shimmy to the ladder and climb down. Wait around a corner until the MP goes away to the right of the exit. Run out and left, down and use the



switch to open the cell door. Two prisoners will do him. Go over to his body to get the Pass and flares. Into the open area and run down by the fence to the right. Duck into the last alcove on the right and use the Pass on the box. Go through the door and down the passage past the hangar, left at

the end and U-turn down. Crawl down this passage so the MP doesn't see you. Go through the crawl-space to the right, follow it.

### LASER DEATH

Drop down and then right and run along. Drop down, turn left and run to the switch. Throw it and the guard will be toasted by the laser.

Turn right, jump over the laser and go through the door and down the passage into Bay C. Follow it to the end where it opens into a large area. Turn around, jump back, grab and release. Turn around and go left, then follow the platform round to the right. Turn left and jump down.

Follow this all the way to the end and drop down into the control room.

Throw the switch by the window. Turn and go to the far side of the room, hit the switch, go through the door and along the corridor. Go down and round until you're back to where you jumped across, and down to the passage to the control room. Jump, grab the ledge and haul up to the top where the dish has moved. Fall down the hole. Swim forward into the middle and then up. Don't get the crystal. Haul up at the platform. Turn so the wall's behind you, turn 90° left and jump across. Turn right and jump to a triangular platform. Slide down to a platform below. Turn and jump to the square one. Long jump to the far triangular platform. Go right and jump to the exit. Crawl through and go out right. Stand up and follow the corridor. Pull the lever and work back into the water. Swim along the tunnel, picking up the medikit. Go to the end and turn left. Crawl through and wait until the MP passes to the left

the end.



**INTERESTING LARA FACT!**

12 Apparently, when she was at her girl's school, her female PE teacher fancied Lara. Er, that's a little bit more information than we really needed to know.

**F.A.Q.**

To the end and right, haul into the crawl-space and get the Pass from

the end. Go all the way back past the tower and down to where you locked the guard out. Go the other way to an observation room. Use the Pass on the panel in here. Go up to the tower and drop down the hole. Back in the water, dive and go through the hole. Collect the crystal. Swim along the passage. Pull the lever, go through the door, along and into a pool. Before you surface, swim to the left to avoid the lasers. Get the medikit. Haul out on to the platform and jump over the lasers to the platform on the other side. Down and through the water here, swim to the end. Haul up to your left and crawl forwards. Go left, haul up on the crate. Over to the far side of the crates, hit the switch and through the door. Collect the medikit, pistols and Desert Eagle.

### IT'S A TRAP

Head back out. When you cross the green lasers a hail of bullets comes down. Draw your gun and approach carefully - you'll auto-target on the threat.

Go over the crates and run up the slope out of the main area. Shoot the MP, then go to the right and kill three more. At the top is another. Pick up the Pass from the corpse. To the left is a gate, by there is a small passage into a dark room with a medikit. Back out and right and right again to the top of the slope down. Climb the ladder to the left, U-turn round and use the Pass on the door. Go into a room with two switches and an MP. The obvious switch immediately to your right opens a gate to let an MP and a dog in below. To the right again is another one that gets the belt going. Run out and down the slope to the conveyor, keep going to the left. At the end of the belt is a crate. Climb on to it and haul yourself on to the ledge. To the right is a ceiling grille you can jump up and grab. Go out into the

middle of the room and turn right. Go across and drop down. Haul up through the hole in the ceiling to your right and kill the MP. Get the Pass. Go to the other side of this room and get the crystal.

Work back down to the floor below by the way you came. On the far side of the room is a panel, on the far right of two structures. Use the Pass on the panel and go through the gate. Run down and right, right again and into an area with a truck.

### KILL, KILL, KILL

Shoot the MP. Run past the truck and up the slope to the left, killing the other MP. Into the warehouse. To the right is a block, pull it for a clip and grenade. On the other side of the warehouse is a stack of crates with a hole in the middle hiding some clips and a medikit. Now go into the back of the truck (from inside the warehouse).





## AREA 51

Get out of the truck and climb a crate on the left for a medikit, then go out and run towards the main area. Shoot the MP. Go left to the far end and to the room to the left to collect an MP5 and clips. Leave the switch. Run back to the hall and hit the switch on the right-hand wall. Go through the crawl-space, pick up the medikit to your right and haul into the crawl-space. At the end keep crawling, turn left and, once the lasers have gone, crawl into the darkness for a medikit. Turn round, crawl and follow the laser back to the lowest part of the passage. When they've gone over your head, stand up and run to the ladder at the end.

### CRAWL BABY

Climb up, haul up and then haul up again into the next crawl-space. Stop and let the guard walk past the end (he mustn't spot you).

The second he's past, crawl out, get to your feet and shoot him with the Desert Eagle. Turn left and hit the switch. In the room is a prisoner. Leave him and turn. Behind the door to the right is a medikit. Back to the hall, in the middle, is a crawl-space to the



right. Go through, get the flares. Move forwards, haul up and crawl through again. Out the other side of this room, turn right and drop to all fours.

Crawl up the slope to behind the box on the right. Draw your Desert Eagle without standing up. Kill the MP. Climb over the box and go right to collect clips and a rocket. Back into the corridor, around to the right and hit the switch by the gates. You'll drop through the floor. Run round to the left and kill a sniper and dogs. There's a green crawl-space containing a grenade launcher. Further round are shells on the ground. Around the central column is a pit with a grille walkway. Work round until you can see a switch, flick it. Run round and one of the grilles will give way.

Kill the MP. Walk around. Two spaces open. One is a secret area

with a crystal. Crawl through the other exit. Go right and get the clips. Turn around. When you step on the grille on the other end of the 'T', it will collapse. Wait until the MP has walked underneath before walking on to it, drop down and kill him. Get a medikit. Head down the corridor towards the orange end, throw the switch and help the prisoner kill two MPs. Back up the corridor the other way, across the transparent floor to the end and take out the two guns to right and left. Turn back and go along and then right into a crawl-space. Get the medikit. Drop down in front and get the shotgun. Out into a corridor and left and down. At the bottom go left and rush the sniper. Throw the switch. Back down the way you came. In the middle to the left is a doorway. This is an ambush. Draw your Desert Eagle and move towards the door. As soon as it slams shut start jumping backwards. Wait for the lock and fire three times. Lock and fire three times again. The snipers are dead. One of them drops a medikit. In one of their hidey-holes is a switch that opens a crawl-space in the other. Go through it, left and out.

Charge through the alarm beams and do the MP. Left and up and then go right at the top. There's a sniper ahead.

In the rocket room, head right and drop down. Go right round the rocket, ignoring the exit. Climb the ladder. Get off on the sniper's ledge and collect the Disk from the body. Drop to the floor below and go back up the ladder you first came down.

Back down to the intersection and go straight ahead, the way you've not been before. This opens out into the

missile bay. Notice the automatic gun and the two green trip-lasers. Avoid them. Go round the ledge you're on to the ladder - go down.

At the bottom turn and face into the room. To your left is a dark area past the missiles. There is a medikit. Back into the room and jump over the two beams to an orange machine in the wall. Use the Disk. Climb up on the platform with a hook. Against the wall is a grille. Climb up and through it, down a passage, backwards drop, grab and climb down a ladder, then along a passage for a crystal. On the way back you'll have to shoot out the grille and this will alert the automatic gun. Dodge and let it calm down again. Once you're back in the room, it's



a run past the hook to get the shells at the end.

Drop down and climb onto the belt between the pink lumps. Long jump to the ladder between two rockets. Climb up and get off to the right. Turn round. Kill the sniper. Get the key from him. Now go down, out of this room and into the rocket room. Drop down and take the floor-level exit out. Run past the hole in the floor and follow the passage round until you come to a panel. Use the key. Go through the open door. Sneak up behind the MP on the platform and kill him. Drop down to where he was standing and go left. Don't climb onto the monorail. Go left to the end, climb the ladder and hit the switch. Go down and crawl under the rail. Go right as far as

the end of the passage, jump to the ladder and climb down. Turn around and long jump to the platform. Kill the guard. Jump down and get the shells. Jump up to the platform. Take the passage



### UFO

out of here, up the slope at the end and kill the sniper. Check out the UFO. Go along the hall, jumping the three lasers. Left at the end and take out the automatic turret. Left again, climb up the crates and drop down. Round to the right, take out the MP and the sniper. Into the centre and take out the turret. Watch out for the lasers if you didn't get the MP quickly. To get out of here you have to climb the control bank and jump up to two platforms and hit timer switches. You want to do right and then left, as you face the entry. The first time you hit each switch, a sniper appears. When you hit the switches a set of double doors will open. Go through, up some steps and you'll see switches to the left. Kill the sniper first. Back to the switches, throw them all. Leave this room



Jump back, jump left, jump back, roll and dash through the door and away from the flames. Go back up through the rocket room, up through the hole in the floor and back into the next level up of the rocket room. Take the ladder up, drop off at the top and kill the MP. Use the switch and open the door. Crawl through to the crawl-space. Follow the lasers, stand up and jump over them as they come back. Run forward and crawl through before they come back. Get the medikit at the end and then take the passage out. Round to the end, haul up and kill the guard ahead. Into the open air and there's an MP to your left. Run right and down the slope to the green light. Kill the sniper down here with a grenade. Grab the Disk from him. Throw the switch, back up and down the hole by the



tower. Pass the laser here by running down after it, ducking as it comes back and then running on and round the corner left. Drop down the hole to the left and you'll be by the train stations. Out here, turn left and go back to the UFO room. Run straight through to the other side and use the Disk on the

### LAUNCH IT

via a doorway behind the switches to the left. Back through the control room and out where you first came in. Follow the passage to the UFO. As you enter the UFO room, go to the right. Hit the switch on the far wall, climb the ladder. Near the top you'll get a change of camera angle that'll show you a platform behind you, climb a bit more to be sure and jump off backwards. Turn around, pick up the shells, and work your way around the rafters anti-clockwise so that you can get to the platform on the other side of the room. From here it's an easy jump down onto the UFO.

Pick up the Pass, head out of the UFO room and back past the train area to the room with the hole in the floor. Drop down the hole and open the door at the end with the switch. In the next room use the Pass on the slot. A button is revealed. Press the button,

console in the autopsy room. Turn round and look through the glass. There's a door tucked round a corner to your left that'll take you in. Get the crystal and medikit. Back out and through the other newly-opened door. Run past the killer whale tank and get the flares and Desert Eagle clips. Back into the UFO room, climb up the big ladder again and work your way anti-clockwise all the way around till you can see a door you can long jump through. Along the passageway, avoid the two lasers and go into the tank to collect the save-gate crystal. Back out to the UFO room and get down to floor level. Go up into the UFO, then haul yourself up on to the next level. A sniper will come out of an exit. Kill him. Go through where the sniper came from and haul up at the end. Get a weapon ready. Two snipers will come at you in here. Move onto the raised dais in the middle and collect the Element 115. Congratulations! Level completed without cheating!

**INTERESTING LARA FACT!**  
13 Lara's favourite form of transport? Her old Norton Streetfighter motorbike. Being made in England, it's not as fast as the Japanese superbikes and goes wrong a lot.

the car and up the ladder to your left for some shells. Back out to the edge and jump on to the roof. Go to the front, jump up, grab and haul up. Head along the passage. The first set of grilles are safe to walk on. The second set will collapse, so jump, grab and cross using the ceiling. Time the laser to move away and drop down at the far end. Along to



# competition

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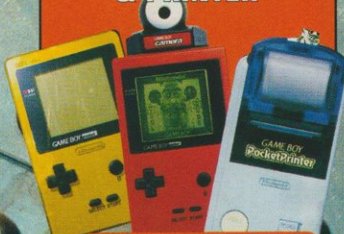
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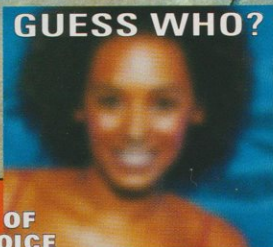
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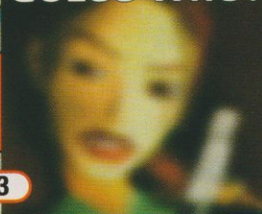
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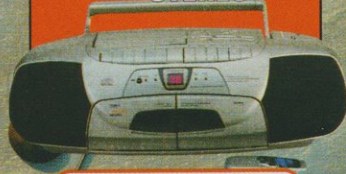
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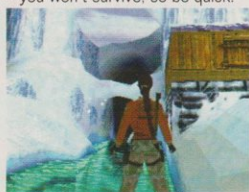
## ANTARCTICA

**R**ight then La' it's time wrap up warm and don some sexy winter togs for this level, just so you don't freeze your much sort after top-heavy assets off, because you're about to discover the frosty delights of the ice-fest that is Antarctica...

OK so you've finally managed to reach Antarctica. Congratulations are in order as you are about to embark on the last level of *Tomb Raider* 3, and your dynamic and danger-filled quest for the four mysterious artefacts is nearly at an end. This is the fifth and final stage of your journey. It's only possible to reach this prestigious milestone once you have completed the four previous adventures. You've seen the bright lights of Nevada, caught some culture in London and some sun in the Pacific. You've also trekked through the jungles of India, but now it's time to visit the icy wastes of Antarctica. Lets just hope that Lara doesn't feel the cold too much, or the need to wrap up too warm, mind you cold nipples on stalks might make Lara just that little more real...

### ANTARCTICA

Turn to the left and prepare to dive to the clips at the bottom of the icy water. Before you do, make sure you locate the platform you'll pull out at, right in front of the ship - you won't survive, so be quick.



A proper dive will take you straight to the clips, then swim to the platform and haul out. Warm up and check where you're aiming with the next swim. There's a place that from here is to the left of the metal box you started the level by. Swim over and haul out. Turn round and jump to the platform in the middle of the water (the bit nearest you is safe). Turn right and long jump to the nearest corner. Head right and haul up. Along to the slope up, turn left and haul up, turn round and long jump to the top of the slope. Round to the right and jump across to the bridge.

### GOLD SWIM!

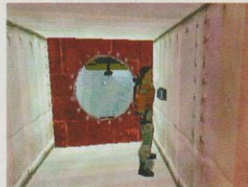
Cross the bridge and jump into the passage. Collect all the power-ups. Back out, on to the bridge and round to the left, then follow the path to the right. At the end, swim to the spot ahead. Haul out, walk forward and, when you're warmed up, swim again to the platform just left and to the rear of the ship.

Follow the path to the right and haul up at the end. Haul up again. Left, haul up. Jump up and grab the ceiling. Left, swing across, drop down and jump on to the ship. Over to the hatch in the middle and drop down. Down the slope, throw the switch, but ignore the door for now, round to the right, killing the sailor and his mate who runs in behind you in the engine room. There's a lever in here, pull it. Turn around, forward



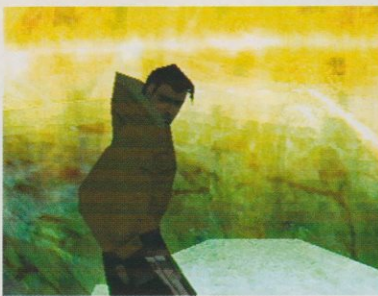
and down the hatch, killing the guard on the way. Follow this corridor along to a T-junction where a guard appears. Carry straight on, hit the switch and go through the door. Hit the switch on the far wall. Go down either of the two parallel corridors and kill a guard at the end to get some clips. Down the hatch in here, draw a weapon go round the corner to the left, roll and shoot the guard who's appeared behind you for some Uzi clips. Turn and haul up. Go to and hit the switch to release the dinghy.

Turn back round and after you've gone back past the two parallel corridors, haul up. Follow the corridor round and use the switch to open the door. Out on deck and turn right and right again. At the far end is a short jump from the back of the platform to a cave on your left. Go down for an MP5 clip and a save-game crystal. Back to the deck and round to the other side of the ship. Use the slide and work round to the dinghy. It's possible to get to it across the platform in the middle of the water here, another little triangular platform, and to jump straight into it. Pilot the dinghy around to your right and all the way along the side of the ship, go round the ship at the far end and follow the water round to the left, under the bridge and into the tunnel. When you come out, park by the flag, get out and kill the guard. Walk round by the water to the far end of the building and haul up on to the



block round there. Jump forward and grab up to the gantries. Do it, and swing along all the way to the end, take the short section to the right before dropping down.

Go down the slide to your left and shoot the guard. Out at the far end and wait for the dog to attack you. On the diagonally opposite side of this area is an alley with some shotgun shells. Go through the doorway to your right and shoot the dog and the guard who drops some clips. Follow the passage out. Hit the switch to your left and carry on past the fuel tank. Keep going left and through the cave. Out into the open again and two dogs attack.



Go through the sliding doors. Stand in front of them and roll through. Go round and up to the left. Kill the guards, one drops clips. Go into the room and to the left. First left is an office, hit the switch in here. Back and left round the crates, out of the passage and climb up right to collect the crowbar. A guard will be behind you. Back through the building and through the sliding doors again, there's a guard out here. Back through the cave and



drop down where the pipe from the tank enters the ground. Swim to the end and haul out. Take the ladder up and follow the passage along - the water is shallow. Turn the second and fourth wheel as you go. Collect the save-game crystal and climb up the ladder. Go through the door to the right and pull the lever to start the motor. Exit and go to the fire. Go past it, straight into the canteen. There's an RX employee lying in the corner. Careful, he's not well, and can poison you. Back out and turn right after the fire. Down the passage and out. Hit the switch to open the gate and release a dog. In here another switch opens the way to the other two dogs. Kill them and go through, use the switch. Kill the dog in here and get the Gate Control Key from the raised section to the right. Kill the guard here. Go back out, through the gates and go left. Through the cave at the end and shoot the guard. Across the hole and out to the right. On to the wooden bridge and shoot the dog, before dropping down to get grenades. Up the ladder and over the bridge. Follow the passage round and you'll come out in the clearing with the tank again. Run to the left and back up the dark passageway. Right at the top and climb up the ladder to the tower. Pull the lever and use the crowbar on the door (pick it up after). Through the door and to the edge. Jump up, grab and swing across. Drop down

through the hole into the office and run through, use the lever at the far end to open the door and kill the sentry to collect a small medikit. Turn right and up the dark passageway again, straight over at the end, and go back out through the cave to the gantries. Jump up and swing all the way over, then walk back to where you hauled yourself out of the water and use the crowbar on the door. Use the Gate Control Key on the board. Flick the switch. Leave the building, get back in the dinghy and go through gate. Keep going along eventually park by the flag.

Jump out and kill the guard. Get the Uzi clips and get back in the dinghy. Carry on along the channel. Just round the next corner is another landing spot, get out and get the shotgun shells. Back in the dinghy and along the channel to the end and get out again. Haul up forward and then haul up left. Kill the guards and go left following the passage round. When you get to the hole, shoot the guard from behind the wire and go down the slide. Round the far side of the building, keep going round and the level ends. Only three more to go!

INTERESTING LARA FACT!

14 Lara often gets called 'Laura' by people who don't know better. A bit like people who call Alan Shearer 'Alan Shahrerareerrrr-boomdeyay'. Fools.



## RX-TECH Mines

Head to the right, then pull yourself up and go through the crawl-space and out. Do a complete circuit to the left and, when you come through the third door and hear another door open, turn around and go back. Left at the end and through the crawl-space. Climb down the ladder at the other end, collect the MP5 clips, hit the switch and watch the rather nasty scene on the other side of the grille. Haul up into the new space and go round and out at the end (don't worry about flame-thrower man). Follow the passage round to the mine

before sliding down backwards. Grab at the bottom, release and drop. From this platform, look below you. To the right of a light is an entrance. As you go near it, a huge monster emerges. Ready your best weapon, and go down.



Once he's dealt with, drop down from this ledge to the path below. Walk to the end that's all snow, jump forward into the right corner, down the slide and grab at the bottom. Release, drop and haul up to the crawl-space to your left. At the other side, draw a gun and shoot the mutant below. Don't bother getting out here, go back to where you let yourself in. Let yourself out, but don't drop, shimmy left as far as you can, release and grab the ledge below. Now shimmy right, drop down and kill the mutant below you. Haul up to the side here, and shimmy left. Pull yourself up at the end but beware - you'll meet a mutant coming the other way down this crawl-space. Continue through and out into a large cavern. Let the flame-thrower guy in here deal with the mutant first. Wander around in here and another two mutants will appear. Let your friend take care of them by leading them to him, if necessary. Climb onto the structure above the pool and get the crowbar.

## WAY OUT!

From here there's a fairly difficult route out. Point back to where the end of the structure is on land. Just to the left is a peak that you can jump to. From the far end of that is a running, turning long jump to another peak. All the way along the summit of this one, to the very apex and it's another running, turning long jump. Along to the end, climb the ladder and drop off

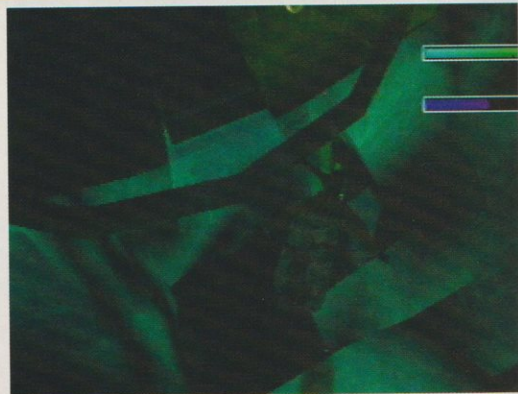


left. Crawl under the drills and out into the crushing room. Go past the first machine and climb up a ladder to the right. Off left at the top and run past the next machine. Haul up, do it again and haul up to the left at the end of the room. Left and up again, and up a series of giant steps. At the top, shoot the mutant in the passage to the right, pull yourself up into it, along to the end, drop down and, after you slide, run back to the cart. Get back in. Up a long slope, down and over a jump, then haul on the brakes for the corner. Hit the signal, let speed build up for a jump, duck under three bars and haul on the brakes for a bend, and back into the mine cart room. Now back towards the level entrance, pausing only to use the crowbar on the door to the right to get the Lead Acid Battery. Now do number 3.

(3) Down the ramp to the far right and kill the mutant on the wrong side of the tracks. Get in the cart, up to the top of the slope ducking twice and hit the signal. Down the slope, duck and over the jump. Up the other side, duck down a slope, and stop at the bottom. Get out of the cart and



get the save-game crystal. Now go down the obvious passage. Hit the switch to the left and go through the doorway. Follow the passage round and down to the left, slide down backwards at the end, grab and release at the end to drop down safely. At one end of this passage is a grille, at the



have to wait. Collect the assorted goodies down here and crawl back out. Deal with the mutant and continue down the corridor and right. At the end, there's a ladder - climb up and get off to the right at the top.

Go to the farthest door and hit the switch. Along to the right and crawl through right. Drop out

you. Open the door at the far end, jump over the hole and use the button on the left to open the door leading back to your cart. Get in and use the brakes down the first slope. Up the slope, duck and then hit the signal. Through the save-game crystal and back down into the cart room. Get out and go back to the balcony, now do number 2.

(2) Up the ramp, and go past the mine cart to the right and cautiously into the office. There's a light switch to your right and a mutant to your left. Back out and into the mine cart. Just let it go on this first stretch, then go up, down, over a jump and up another slope, ducking to avoid the drills. You emerge in a large chamber - pull on the brakes and get out. In the corner to the far left from where you came in is a jump to some flares. Go to the platform by the winch and use the Lead Acid Battery on the panel you find there, then use the Winch Starter on the back of the winch.

## DIVE DOWN...

Now look down into the pool and get ready to do some extremely hard diving! You can see the diving bell, but before that is a light and a passage by it. Dive down and go through that passage, haul out at the end and warm up. Now dive again and go underneath the bell and back up into it. Warm up again. Light a flare, locate the green lights below you and dive down. There's a hole in the middle of the metal panel, go through it, quickly turn hard right, locate the surface and go for it, haul out where you can. There's a medikit here, which is just as well, 'cos we can't get here without using one on the way. Back in the water, roll and shoot off to the left and up, get the save-game crystal and haul out



at the top. You're in a huge cavern, guarded by a bloke with a flame-thrower. Cross the bridge, kill the mutant, throw the switch by the big door and either go through to finish the level, or hunt around in here first for goodies. Blimey!

**INTERESTING LARA FACT!**  
15 Lara never needs to shave her legs because she doesn't have any! L-L-L-Leg hair that is. All the energy zipping round her body has been devoted to keeping her chestal lobes primed.

other another oversize mutant leaps out from the right. When he's dead, go down the way he came, follow it round until you come to a crawl-space to the right. Go up it and crawl around under the floor of the passageway you just had a fight in. Another big mutant leaps out on the floor above you but he'll

at the end. Ignore the door here for the moment and go into the room - you'll see a huge mutant appear at a window seconds before he comes crashing through a door. He drops some Uzi clips and a small medikit when dead. There's also a Desert Eagle clip in here. Through the open door, flick the switch on your left, and out into a cave. From the slope down to the pool it's an easy swim to the flares and Desert Eagle clips on a ledge opposite, and back. While in the water you may notice the Winch Starter on the bottom. Getting to this is best with a dive from the side of the winch, as you'll get down to it quicker. It's also difficult to pick up, just hold down and eventually you'll grab it.

Back out of the pool, through the room and to the door by the ladder. When you hit the switch yet another huge mutant comes at



## ← LOST CITY OF TINNOS

Head off through the door and into the Lost City. You'll find yourself in a square. From here, go left (ignore the opening in front of you for the moment), and go up the



ramp to your right. Drop down at the top and climb the ladder to your left. Haul up at the top and follow the passage all the way round to the right, along and right again until you come out at an intersection with a lever. Pull the lever. Go down the dark passage to the left of the lever, and left just before the end to a ledge above the square. Take a step back and jump forward on to the pillar. From the highest point, long jump, grab and haul up to collect the essential save-game crystal and rocket.

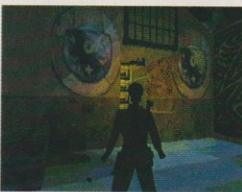
Jump off backwards, grab and drop. Back up the

left. Pull the lever to your left. Haul back up the way you came and go straight over and down the slide to your right. Round to the right at the bottom and drop down into the room. Go straight across and pull the lever. Out of the now-open double doors and back into the square. Go diagonally all the way across the square, through the opening and up the ladder. From left to right, hit switches 1, 2 and 5. Drop down off the ledge and through the open gate. Out onto a bridge. From high up to your left come a seemingly inexhaustible supply of wasp-like insects. They can be got rid of, however, by sticking a rocket in their nest.

At the break in the middle of the bridge, turn left and long jump and grab across to the save-game crystal. Turn back to face the bridge, along to the end and jump up to a hard-to-see platform to the left. Forward to the edge and jump, grab

and haul up to another. Now long jump, grab and haul on to the top of the bridge. Drop backwards, grab and release to the left to drop to the bridge. Along the bridge to the rockslide, and there's a jump to the left to a passage with a small medikit in it. Out and over to the other side and there's a drop down to a rocky passage. Follow it round to the left and back to the bridge. Two very tough demons will come out at you – good luck!

Go through the main doorway (avoiding the two swinging bits). Into the temple entrance and three more wasps to deal with. When they're gone, go left (as you face into the temple). Run along the corridor and through the doorway to the right. Drop down left and follow the corridor round to the end. Pull the lever and go through the door. Up the ladder to the immediate right, and go round to the end. Drop off backwards, grab and haul yourself back up. This will trigger the arrival of another blue fireball-spitting demon below. Use your height advantage to polish it off. Now run back to the ladder,



jump across to the opposite side and do the same thing again. Back to the ladder, down to floor level and just one more demon to go. This one comes out of the gate opposite. One of the alcoves has a lever in it (to the left of where you came in). Pull it and climb up the carved block. Jump and grab the platform and up on to the ledge, run around, jump over the drop and go through the crawl-space on the far side. Go past the swingy thing on this ledge (the easy way is to drop off backwards, grab, shimmy past it and haul up). Then long jump past the other one (wait until it's

down the passage. Turn left, jump forward, grab and haul up. Through the crawl-space and pull the lever (2). Go back out and long jump diagonally to the ledge. Do the crawl, pull the lever (3) and



back out again. Go down to the right to the block in the corner and long jump across. Jump forward again and drop down to floor level.

### PULL THE LEVER!

Pull the lever (4) that's just above a block. Turn left, haul up, jump forward, grab and haul up. Turn round, jump forward, grab and haul up. Pull the lever (5) and fall down. Work back up and pull lever 3, then come out, down the two blocks to the right and jump over to the platform in the middle of the wall. Now it's a sideways jump from the middle of this platform to the platform underneath the bridge. Now jump up, grab and swing over to the lever on the far side. Pull it, turn round and jump to the new platform to the left. Jump, grab and haul up on to the bridge. Go back to 3 and pull it again. Work down to the floor and go through the open doors into a large chamber dotted with statues and blocks.

### DEMONS!

In the middle to the right, and also in the near-left corner, lurk two of the enormous demons. Tempt them out and deal with them (the blocks help as cover). In the near-left corner chamber is a ledge with a Uli Key. In the far-left corner is a little chamber with a ladder up. Climb it and drop off left at the

steps. At the top you come into a chamber with two paths off, take either (they meet up again in a second) and watch out for the wasp at the top. Carry on round to the left, down a slope and found a sharp left corner into a flame-lit chamber.

Into the room at the end and get the Oceanic Mask. Go all the way back out, dodging the falling rocks and taking care to take the left-hand path and jump over the lava pit. The quicksand has disappeared as well, leaving a deep pit, so from the bottom of the steps, long jump over to the far side, then jump right to a platform and long jump to the right again. Now that you're back in the passage, jump to the ladder. Climb down, along the passageway at the bottom and haul up, then go down the slide. At the bottom you need to dodge some more swingy things. Once you're past them, pull the timer lever and climb up the ladder quickly. Turn round, wait for the trapdoor to move back up and go towards the gate – it'll open. Now you're back by the energy beam.

Put the Oceanic Mask in one of the slots by it, and go back up the stairs. At the top, do a U-turn and head towards the beam along the cross-shaped platform. Jump to the left-hand span and through the door, a gate shuts behind you. There's quite a bit to find in this maze in the way of ammo and supplies, but here's the way to the action...

From the first intersection go (are you ready?) right, left, right, right, left, second right, left, right, left, left, right, right and right up a slope. At the top is a rolling barrel action puzzle. Haul up to the left. As soon as you step on the sandy-coloured slope, the barrels start rolling towards you. You have to avoid them by leaping the gap back and forth. Just jump right and left, and you should be alright. Get



top. Pull the lever, use the Uli Key in the keyhole and go through the gate. Go past the energy beam to the right and up some stairs. Go into the corridor to the left, a gate slams shut behind you. Down to the end and into the quicksand. Take the right fork, and keep to the right-hand side all the way round. When you've gone about three-quarters of the way round, there's a little passage off to the right. Climb up at the end and go left up some large, rough-hewn

the Oceanic Mask at the top and use the exit that opens. Down the slide into a pool of water, dive down and through to come up in a familiar corridor. Find your way back to the energy beam and place the mask. Back up to the cross-shaped platform and take the exit to the right.

Down to the end and go backwards over the edge and grab. Time your drop through the blades and swim down the hole in the middle of the pool. You come

**INTERESTING LARA FACT!**

16 Lara's eyes are, in fact, too far apart. She's been for surgery, bless her, but the effects aren't noticeable. She's also got webbed feet (any pics of her without clumpy great boots are false!)

as far left as it can be before starting your leggy run).

Carry on through the crawl-space for flares and Uzi clips. Then go back out and drop down to the right. Across the bridge, climb up the block at the end, ignoring the lever (1)

slope and through the passageway that's opened between the two columns. In an alcove to the right is the Uli Key. Back to the square, and all the way left to the keyhole near the double doors. Use the Uli Key and go through the opened passageway. Up the ladder and drop off left at the top. Turn left and pull the lever by the grille. Turn around and take the first right, and drop on to the ledge





through into a chamber with four exits ahead of you and more blades in front of them. Swim through the left one and surface. Then pull the lever and swim back out and

through the right one and up to a chamber, right through two blades to an exit, down and along and pull the lever. Back the way you came, right across the room past all six blades to the exit on the other side and the surface. Haul out, get the Oceanic Mask, collect the save-game crystal and pull the huffing great lever.

Swim back through the room with six blades, down to the lever and into the crack just by it. Right and down and you'll come out in the first room you entered. Go left and surface in the first pool. Haul out in the middle and go through the crawl-space on this platform, into the water and down for a much-needed medikit. Go back out and dive down into the water, through the hole in the bottom of the pool and, this time, take the bottom of the four exits. Go right at the end and let the current help sweep you out. You half-surface in a passageway. Wade on, light a flare and go into the water on the other side. Follow the passage until you come out in a room with a lever. Pull it and fall through the trapdoor. Back to the energy beam and place the mask. Now to the final doorway

off the cross-shaped platform. Through here is a fire puzzle. Light a flare and climb on top of the stone block and you'll be shown a map that's on the ceiling (LC6). The blobs that are shining show the route through. Memorise it (it's easy to make a little map) and get down. Now do the jumps.

## INTERESTING LARA FACT!

**17** Lara's allergic to horses and long-haired animals smaller than a dog. Flash her a gerbil and she'll get a wheezy old chest. But just you thrust a rabbit in her lap and watch her jive...

The first two are long jumps, the third a long jump and grab. When you land on the third one, the flames go out on the block to your right, the only one that's been burning. Quickly jump over and get the medikit and shotgun shells, before long jumping to the last. The second block in is a trapdoor, fall down it. Down here is a puzzle. The blocks you have to leap across only



appear when they're having fire breathed on them, although they're actually there all the time, they're just transparent.

Stand right on the edge of the platform and jump forward and grab. Wait until the fire is about to disappear before hauling up and immediately jumping and grabbing again. That's good enough for the first three. To get to the final one you have to do a long jump that has to be timed perfectly. You may find it helps to do a roll while you're waiting for the gate to open - it'll get you through that little bit quicker. After that, getting past the final swingy thingy is as easy as falling off a ladder. Get the



Oceanic Mask and go through the exit. Head back to the energy beam - when you put the last mask in place, you'll notice it stops. Drop through the hole created, go down the slide and you've made it to the final level! This is where things get really

## METEORITE CAVERN

Not far to go now! You start by facing a huge mutant spider...

### MUTANT SPIDER!

Shoot it six or seven times with the Desert Eagle, then start running. It moves at the same speed you do, so turn round every so often, shoot it a few times, and then sprint ahead of it. After 13-14 hits it'll collapse. Sprint down the nearest tunnel and pick up an artefact. Put your gun away, and sprint back down the tunnel just as the spider-from-hell starts moving again. Repeat this until you've got all four artefacts. Kill the boss again and it'll explode. Next you need to

make it to the top of the crater. Do a running jump and grab onto the ladder you can see by one of the tunnels. Climb up, shimmy along to the ledge, and pull yourself up. Take the first left passage and, when you can run no further, crawl along it. Jump up to your left and walk carefully along the ledge. When

## INTERESTING LARA FACT!

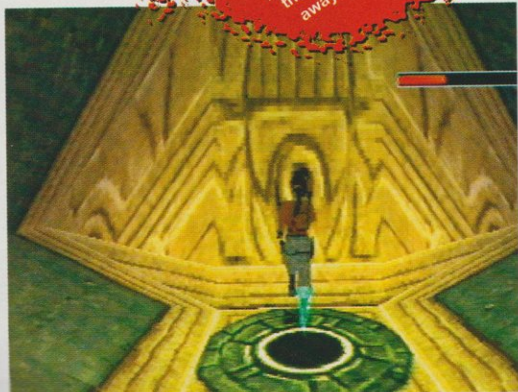
**18** Lara is, surprisingly, long sighted. But her long-sight is actually a gift, enabling her to pick off rabbits scratching their ears from two miles away! She hates 'em!



come to the chamber, turn left and look up. Jump and grab the funny-looking lines, then swing along them, dropping onto the stone platform. Turn right, and walk right to the edge. Turn right again, and look at the stone block sticking out. Long jump to it, turn around to your right, and climb up to the ledge. Walk to the inside edge, and look across to another stone platform. Long jump to it (yes my friends it is possible!) and then jump and grab the snow ledge in front of you.

### EUREKA!

Climb up here, run past the block, go down the slope. Whip yer guns out as you run around the passage and kill the five guards (watch out for the one with the flame thrower). Pick up the ammo they drop, run forward, flick the switch on the left wall, and then turn around. Run down between the buildings by the open gate, follow it around, and run up to the helicopter. Now get some well earned sleep!



**DON'T MISS IT!**  
More Tomb Raider 3 playing advice next issue!











**MDK PC**

**Cheats**  
During play press F1 to open up the help screen and then type in the following:  
HEALME: 100% Health  
HOLOKURTISFUN: Dummy decay  
ILIKETOLOB: Mortar  
INEEDABIGGUN: Super chain gun  
KILL: Suicide  
NASTYSHOTTHANKS: Homing sniper grenade  
TORNADOAWAY: Twister

**SHADOW WARRIOR PC**

**Cheats**  
To enable these you need to press T in-game, and then hold down CTRL and type:  
SWCHAN: Toggle god mode  
SWGIMME: Gives all items  
**Alexander Maggs-Wellings, Bideford**

**HARDCORE 4X4 SAT**

**Codes**  
MOTHER TRUCK  
Pause the game and press B, Left, A, C, C, A, Right (BLACCAP).  
TRUCKS AND TANKS  
Pause the game and press A, B, Right, A, C, A, Down, A, B, Right, A (ABRACADABRA).

**SONIC 3D SAT**



**Level Select**  
On the Press Start screen press B, A, Right, A, C, Up Down and you'll be able to select a level.

**AMOK SAT**

**Hidden Level**  
Finish the three objectives on Mission 1, phase 2. Head South to the dead end canyon, and you'll discover an alternate exit which'll take you to a hidden level.

**RESIDENT EVIL: DIRECTOR'S CUT PSX**

**Rocket Launcher**  
To start the game with the launcher plus infinite ammo, you must first complete the game in under three hours. Simple, eh? When, or rather if you achieve this, you'll be able to save the rocket launcher to your inventory and then you can start the game pretty much invincible!



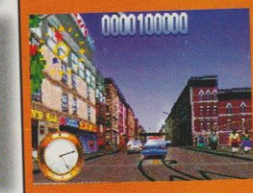
**TIME CRISIS PSX**

**Easy Arcade Mode**  
Select Arcade mission from the main selection screen and then, on the next screen where you're given the option of Time Attack or Story mode, shoot outside of the screen. If this has worked you'll see the word 'easy' appear over the Story mode. Choose it and you'll be given five lives and extra time to complete the game.

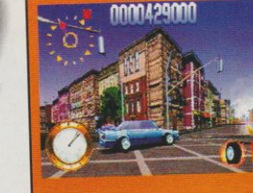
**DIE HARD TRILOGY PSX**



**Invincible Mode**  
Always hold down R2 and then press  $\square, \triangle, \circ$ .  
Unlimited ammo  
 $\square, \triangle, \circ, \square, \triangle, \circ$  (you'll need to re-enter this if you want to get different guns).



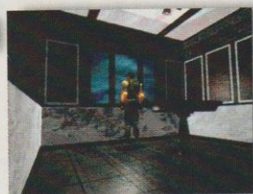
**DIE HARD 2 Invincibility**  
 $\square, \triangle, \circ, \square, \triangle, \circ$  (you'll still get hurt with this on, but you won't die!).



**DIE HARD 3 Infinite Lives**  
 $\square, \triangle, \circ, \square, \triangle, \circ$   
Hanging Car  
 $\square, \triangle, \circ, \square, \triangle, \circ$  (This leaves you with a toy car dangling above the windscreens on the inside view).  
**Jamie Carey, Barry**

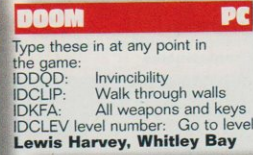
**RESIDENT EVIL 2 PSX**

**Secret Characters HUNK**  
You must complete either Leon or Claire's second scenario, saving less than 12 times with an end time of less than two hours and 30 minutes.  
TOFU  
You must complete either characters' first and second scenarios in less than three hours. Play again and complete the other character's first and second scenario in less than three hours. Then play once more with any character, and complete



their first and second scenarios – again in under three hours – each time, the game must be saved less than 12 times.  
**CAMERA SMASH**  
This little visual trick can be achieved by going to key perspectives in certain areas, turning and blasting the screen with your shotgun. You can only do this with Leon, but there are quite a few places where it works. Here are two of them:  
1. At the close up beside the Kendo gun shop.  
2. At the close up when you've just come through the Crow Passage and you're standing across from the crashed helicopter.  
**David Gibson, Glasgow**

**DOOM PC**  
Type these in at any point in the game:  
IDDQD: Invincibility  
IDCLIP: Walk through walls  
IDKFA: All weapons and keys  
IDCLEV level number: Go to level  
**Lewis Harvey, Whitley Bay**



**GOLDEN EYE N64**

**Amusing Glitch**  
While trying to do the Oddjob cheat, sent in by Tim Healey, and printed in issue 74, I came across this little quirk. Go to the Archives level in the multi-player game with proximity mines for weapons. Blow up a metal crate using any gun, and plant one or two proximity mines in the crate. Leg it away, being careful not to let the mines explode, and after a while the smashed up box will return to its original state, hiding the mines inside. When your opponent comes along thinking it's an ordinary box they'll get a big surprise... Boom!  
**Alex Howard, York**

**GOLDENEYE 007 PSX**

**Steal a Keycard**  
Go to Facility, come out of the air vent and shoot all of the guards in the toilets. Now it might be very boring, but if you wait here for about five minutes a scientist will come running in – he's probably bursting for a pee! Point your gun at him and he'll put his hands in the air and drop a Level 1 keycard. This keycard enables you to open any door in the whole building, without having to find all the switches on the computer consoles. You can then shoot the scientist if you want, I always do.  
**Andrew Bate, Chatham**

**ONE PSX**

**Passwords**  
If you want to select your level, enter the password HEVYFEET. For all weapons enter MAXPOWER. For stage select invincibility, and all weapons enter HEYBUDDY. Remember that with these cheats

entered you don't get your time registered. Alternatively, enter these level passwords:  
Level 2: DIYGIXRA  
Level 3: KCSVJTJB  
Level 4: RWLKLPCB  
Level 5: YOFZMLTC  
Level 6: FLZNOHLD

**FORSAKEN PC**

Type these codes at any menu screen.  
BUBBLES: Enables all cheats  
THEFTULLMONTY: Level select  
AMZEUS: God mode  
TITSOOT: Turns on the adult textures if you have access to the special ship.



LUMBERJACK: Missile toggle  
JIMBEAM: Beam toggle

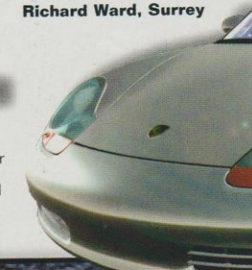
**Matthew Kennedy, Perthshire**

**CRASH BANDICOOT PSX**

**Passwords**  
Start at Jungle Rollers:  
 $\square, \triangle, \circ, \square, \triangle, \circ$   
Start at Boulders:  
 $\square, \triangle, \circ, \square, \triangle, \circ$   
Start at Papu Papu:  
 $\square, \triangle, \circ, \square, \triangle, \circ$   
Start at Natule Fortress:  
 $\square, \triangle, \circ, \square, \triangle, \circ$   
Full Metal Jacket:  
 $\square, \triangle, \circ, \square, \triangle, \circ$   
Invincibility:  
 $\square, \triangle, \circ, \square, \triangle, \circ$   
Shrink:  
Pause and press  $\square, \triangle, \circ$   
**Michael Houldley, Chester-Le-Street**

**PORSCHE CHALLENGE PSX**

**Codes**  
Drive black porsche:  
 $\square, \triangle, \circ, \square, \triangle, \circ$   
Select  
High voices:  
 $\square, \triangle, \circ, \square, \triangle, \circ$   
Dodgy opponents:  
 $\square, \triangle, \circ, \square, \triangle, \circ$   
Select  
Car jumps:  
 $\square, \triangle, \circ, \square, \triangle, \circ$   
Other cars jump:  
 $\square, \triangle, \circ, \square, \triangle, \circ, \square, \triangle, \circ, \square, \triangle, \circ, \square, \triangle, \circ, \square, \triangle, \circ$   
Mirror mode:  
 $\square, \triangle, \circ, \square, \triangle, \circ, \square, \triangle, \circ, \square, \triangle, \circ, \square, \triangle, \circ, \square, \triangle, \circ$   
Hyper car:  
Select +  $\square, \triangle, \circ$ , Select +  $\square, \triangle, \circ$ , Select +  $\square, \triangle, \circ$   
**Richard Ward, Surrey**



**COMMANDOS PC**

**General Cheats**  
Firstly, type in 1982gonzo whilst playing to enable these cheats to work, then press:  
CTRL+SHIFT+N: Mission complete  
SHIFT+X: Warp to desired place on the map  
CTRL+I: Invincibility  
SHIFT+V: See all enemies' sight



**Passwords**

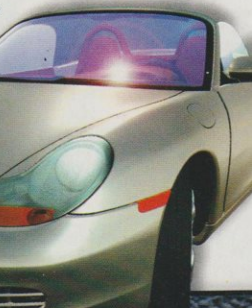
- 2 A Quiet Blow up: YJJB
  - 3 Reverse Engineering: 4FQBF
  - 4 Restore Pride: SDNCQ
  - 5 Blind Justice: 6S5TL
  - 6 Menace of the Leopold: AT1WN
  - 7 Chase of the Wolves: O9VT8
  - 8 Pyrotechnics: WQ9XB
  - 9 A Courtesy Call: Q2AXT
  - 10 Operation Icarus: TUGPD
  - 11 In the Soup: 9WODW
  - 12 Up on the roof: UVHDC
  - 13 David and Goliath: FBK48
  - 14 D-Day Kick Off: WA8DW
  - 15 The end of the Butcher: KEWD3
  - 16 Stop Wildfire: R7IP3
  - 17 Before Dawn: FXIMV
  - 18 The Force of Circumstance: ZZMJV
  - 19 Frustrate Retaliation: 8HCWN
  - 20 Operation Valhalla: C7KWW
- Michael Smith, Bradford**

**TUROK: DINOSAUR HUNTER N64**

**Codes**  
DLKFFR: Pen and ink mode  
SNFFRR: Disco mode  
BLTSTRFRND: Unlimited ammo  
THBST: Gallery  
FRTHSTHTLRSCK: Infinite lives  
THSSLSKSL: Spirit mode  
CMGTSMGTS: All weapons  
RBNSMTH: Robin's cheat  
GRGCHN: Dana's mode  
NSTHMN: Show enemies  
LLTHCLRSFTHRNB: Pretty colours  
CLLTHMTN: Quack mode  
NLTHGHDGDCRTDTRK: The big cheat

**MICRO MACHINES 3 PSX**

**Codes**  
At any point during a race, pause the game and type in these cheats:  
 $\square, \triangle, \circ, \square, \triangle, \circ, \square, \triangle, \circ, \square, \triangle, \circ, \square, \triangle, \circ, \square, \triangle, \circ$  – speeds up the game.



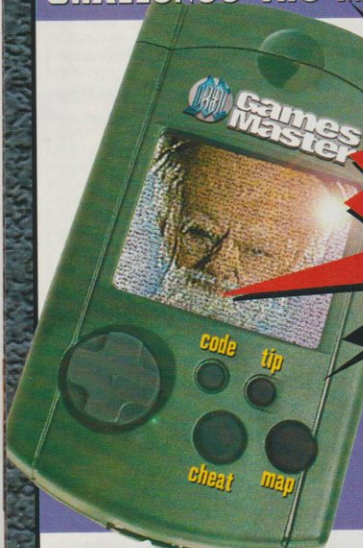






# CONSOLETATION ZONE!

CHALLENGE THE MASTER AND HE'LL ANSWER!



Ah, you're here at last. What the Jamie Theakstone kept you? The special 1999 previews? What rot! Read me first from now on, do you hear!

Struggling with that game? Looking for a set of cheats? Plain hopeless and cack-handed? You've come to the right fella!

**TO SEND YOUR QUESTIONS SEE P74**

Our floaty headed boss gets wound up very easily y'know - just watch his blood pressure rise. So... be nice to him. P-p-p-lease

## COMMANDOS

Dear GamesMaster  
Help me. I've been playing Commandos on my dad's PC, but it's really proving very tough. Do you know of any passwords I can use to try out the later levels in the game? Ted Clayton, Tewkesbury.



Of course, not a problem at all for me. You didn't tell me which level you were stuck on though, so here are all the passwords you'll ever need for the game.

Mission	Password	Mission	Password
2	4JJXB	11	CMODD
3	ZDD1T	12	JGHD3
4	RFF1J	13	PUUWW
5	K4TCG	14	WT348
6	MIR4M	15	139P0
7	7OVJV	16	L9IPV
8	K99XC	17	5LIMV
9	AAAX1	18	YJOJG
10	JSGPW	19	YFCWJ

## BUST A MOVE 2

Mr GM,  
I've been playing Bust a Move 2 on my Nintendo 64 for a long time now, but I've not been able to uncover the new section 'Another World'. Do you know how to get it as I've nearly finished the normal game? Dan Thompson, Cambridge.



I do so much enjoy answering questions about games like this, it gives me an excuse to play them again. To open the secret 'Another World' level press Left Shoulder, D-pad Up, Shoulder Right and D-pad Down on the main menu screen. This opens up a new set of puzzles. Once you've entered this code, a small creature will appear in the bottom right of the screen. Now start the game and as you select 'Puzzle Game' it will say

'Another World' underneath it. Press A and you'll go to the fabled land. For a few more extra puzzles press A, Up, B and Down on the title screen.



## BURNING RANGERS



Oh GamesMaster  
Please help me with a problem I've had for a while. I've been trying to get some of the special characters in Burning Rangers for the Saturn but without any luck. Can you help me? Simon Taylor, Bournemouth.

Not a problem young man. To play as Big, beat all four missions then enter the password for the desired level: 1 3BIG2BPLCK, 2 VZ5BIG5PGW or 3 J6BIG3OJYS. To play as Chris, beat the four missions and enter these passwords for the relevant level: 1 DH5CHRIS5H, 2 K3CHRIS4AS, 3 ADG2CHRIS5. Or for Lead Phoenix Villanor use GS4LEAD2ZU for level 1, J5LEAD4XGA for level 2 and 2LEAD6DHUY for level 3. Simple.



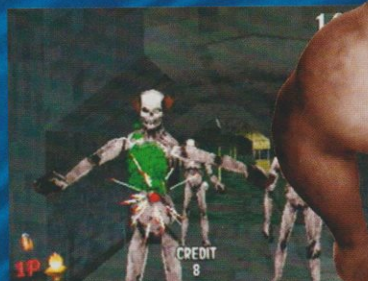
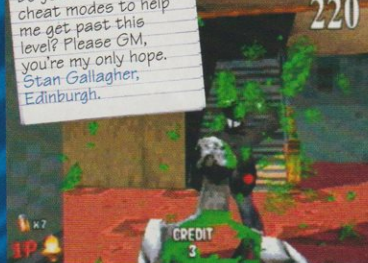
## HOUSE OF THE DEAD



Oh GM,  
Please help me. I'm stuck on the very tricky House of the Dead (Saturn). I get about half a way through it, but always die at the same point. Do you know of any cheat codes to help me get past this level? Please GM, you're my only hope. Stan Gallagher, Edinburgh.



Right, this is a nice easy one to sort out. To open up the debug menu, which will let you choose the level to start at, the number of lives and even the colour of blood, head for the main option screen. Press the L, R, L, L, R buttons - if this has gone right you will hear a jingle. Now hold the L & R buttons, choose a mode and press Start. You should come to the debug menu. And very handy it is too. If you fancy playing as one of the secret characters (Sophie and a researcher), hold the L and R buttons at the character select screen in the Saturn Mode, and press Up, Down, X, Y, Z. Again, a sound will let you know if you're right.







# UNREAL



Dear GM  
As soon as I saw the review of Unreal I knew I had to play it. When I played it on a friend's PC I really enjoyed it, but found it simple. If I buy it I want to know that there are a few cheats, so I can have a lot of fun blasting the alien scum to bits. I know this is a very strange request but please help me here.  
Andrew Sampson, York.

I've found just the ones for you.  
As you're playing the game press Tab and type the relevant cheat.  
\* ALLAMMO: gives you 999 ammo for all your guns.  
\* WALK: use this to stop flying or GHOSTING.  
\* GHOST: Noclip through walls.  
\* KILLALL enemy: Kills all enemies of the class entered (nali, skaarjwarrior, mercenary, etc.)  
\* PLAYERONLY: freezes time.  
Press again to resume time passage.  
\* GOD: God mode.  
\* OPEN MAPNAME: Jump to any map, just enter the name i.e. OPEN DIG.  
\* BEHINDVIEW 1: Puts you in Tomb Raider style view.



# AGE OF EMPIRES



Dear GM  
I've been told by a mate at school that you can help me with a game I'm stuck on. The game in question is Age of Empires. It's a great game, but I really am having a lot of problems getting my forces strong enough to survive. Do you know of any cheats or codes to help me out?  
James Milton, Swansea.

So warmonger, you're finding it tough? Perhaps these codes could be of use to you then. To enter the cheats press Enter midway through the game, then type in the code you want pressing Enter when you've finished. Depending on which code you typed in, you should have an easier game.  
DIEDIEDIE All opponents die  
E=MC2 TROOPER Creates a super trooper  
REVEAL MAP Reveal the whole map  
PEPPERONI PIZZA Gain 1000 food  
COINAGE Gain 1000 gold  
WOODSTOCK Gain 1000 wood  
QUARRY Gain 1000 stone  
PHOTON MAN Creates a nuke trooper  
Commit suicide  
Catapult ships can go on land  
Removes fog of war  
Buildings and people are created instantly  
Fast car with a rocket launcher  
Win the current scenario  
Heavy catapults are stronger  
Ballistas get 100 range points  
Priests are faster and stronger  
Composite bowmen turn into trees  
Horse archers become black riders

HARI KARI  
FLYING DUTCHMAN  
NO FOG  
STERIODS  
BIGDADDY  
HOMERUN  
BIG BERTHA  
ICBM  
HOYOHOYO  
DARK RAIN  
BLACK RIDER

# CLASSIC CONSOLEATION ZONE



**DOOM FOR PS**  
Dear GamesMaster, Can you help me with a problem I'm having. I recently bought a cheap copy of Doom for my PlayStation but I can't get very far because it's very hard. Do you know of any cheats I can have to sort me out?  
Simon Taylor, Exeter.



Well young Simon you've made a very good choice. Doom is indeed a rather splendid game (one I heartily recommend). Fortunately for you it does have a few cheats so here they are.  
To become invincible pause the game and press Down, L2, R1, R, L1, Left, R. From as soon as you re-start the game your marine will be well

# TUROK



GamesMaster  
I've been looking forward to Turok 2 ever since I heard T2 had been delayed again. I went out and bought the original game. I love it, particularly when I use the biggieh guns. What would make Turok almost perfect would be if you could tell me some of the cheat codes, so I can give the top-end weapons a try.  
Shane Giddins, Chesterfield

Well, you should be able play the wonderful second game by now, but if you're still after the cheats here are some of the very best.  
I must admit I do like to take the big guns out for a blast. It can be an awful lot of fun.  
To get the cheats to work, enter the codes, then go back to the Cheat Menu to switch on the particular codes.  
All Weapons  
Big Heads  
Disco Mode  
Greg Mode  
Infinite Lives  
Pen and Ink Mode  
CMGTSMGGS  
TSHNTBNCPRDCRD  
SNFRR  
GRGCHN  
FRTHSTHTLRSCK  
DLKTDR  
Quack Mode  
Robin's Cheat  
Show All Enemies  
Unlimited Ammo  
CLLTHNTMTN  
RBNSMTH  
NSTHMDNT  
BLTSSRRFND



# COOL BOARDERS 3



Dear GamesMaster  
I've been a big fan of the Cool Boarders series so I bought the latest game as soon as I saw it on the shelves in HMV. It's a bit different to the others isn't it? It's a lot of fun though, but quite hard. What I want to know is whether there is a code to open up all the tracks? Please help me out.  
Sarah Gillam, Leicester.

Well Sarah, I had a look at the game and came up with a few codes which should be able to help you out. To persuade the PlayStation to open up all the tracks for you, go to the Tournament screen and enter your name as WONITALL. You can now quit out of this and try any of the courses you want. For all the boarders follow the same procedure and enter OPEN EM. For the amusing big head option enter BIGHEADS. There's still a lot of fun to be had with this game.

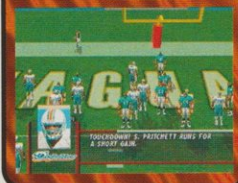


# MADDEN NFL '99



Dear GM  
I was talking to some people at college about the great Madden NFL '99 on the PlayStation, and they told me about the secret teams.  
Unfortunately we don't get on so they won't tell me how to get them! Can you help me out as I'm dying to see the new teams?  
John Edwards, Hyde.

That's not very nice of them is it? I set one of my tips straight away when I read your letter, and they've come up trumps. To get these to work go to the Code Entry screen and type these names in.  
Team Code  
NFC Pro Bowl BESTNFC  
AFC Pro Bowl AFCBEST  
All-Madden BOOM  
All-Time  
Stat Leaders IMTHEMAN  
60s Greats PEACELOVE  
70s Greats BELLBOTTOMS  
80s Greats SPRBWL SHUFL  
90s Greats HEREANDNOW  
All-Time Greats TURKEYLEG  
75th Anniversary Team THROWBACK  
NFL Equipment Team GEARGUYS  
1999 Cleveland Browns WELCOMEBACK  
EA Sports INTHEGAME  
Tiburon HAMMERHEAD



and truly solid.  
For all weaponry, ammunition, and keys pause the game then press R1, L1, Up, Down, R2, Left, Left. And to select any level again pause the game and press Right, Left, R2, R1, L1, L1, R1. A code will now appear to let you know things are going all right. Now press left or right to select a level then press one of symbol buttons (R1, L1, R1, L1) to confirm the choice. Restart the game to skip to the chosen level.





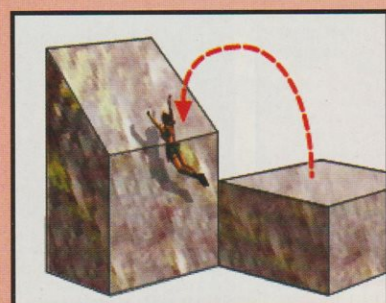
# MASTERCLASS

## STEP-BY-STEP TECHNIQUES FOR THE ADVANCED PLAYER...

### TOMB RAIDER 3



With *Tomb Raider 2*, Core Design decided to make the game bigger, with *Tomb Raider 3* they just made it harder... much, much harder. To give you a hand with this very tough assignment here are three tomb traversing techniques we used to complete the game.

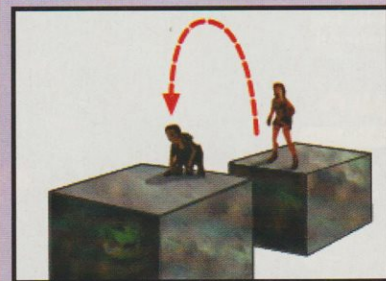


#### METHOD ONE THE ANGLED JUMP

When you're standing on the top of a cliff-face and there seems to be nowhere left to go, have a close look at all the ledges within jumping distance (no matter how sloped they are). When you see a suitable edge sidestep to the back of the block you want to jump off, then jump (○+Forward), and immediately press the action button (□). Lara will clutch at the edge of the steepest cliffs, allowing you to get out of most tough spots.



A real life-saving method that you'll need to practice.



#### METHOD TWO THE LONG, LONG JUMP

When it comes to making sure you make the jump, the long jump is the only option. As you line up the jump (using the shoulder button to keep Lara from falling over the edge), let go of the shoulder button, and take a step backwards. As soon as you stop going backwards, start running, then press □ before you reach the edge. As she jumps, press action and she'll raise her arms and cling onto the next ledge.



Once learnt this soon becomes totally invaluable



#### METHOD THREE RUNNING DOWN A WALL

With the inclusion of Lara's ability to scale walls in the second game, came a very helpful method of getting down walls and cliff-faces very quickly. This skill is just as useful in her third adventure. When you're climbing down you have to keep hold of the action button, but it's much quicker to let go and rapidly press it again. Lara will grab and let go until she reaches the bottom. For the brave-hearted you can let her fall 90 percent of the way down a wall, then grab on at the last minute. This takes some practice though.



Use a rhythm to make sure you fall at the right rate.

### FIFA '99



Along with ultra-smart graphics and wonderful gameplay, *FIFA '99* has a great set of special moves, which can be used to dazzle any hapless opponent.

#### MOVE 1 Faking the Defence L2 + D-pad

Like the great Stanley Matthews, the players in *FIFA '99* can pull off little shoulder shrugs to suggest they're running one way, then run another, once the defender has foolishly fallen for your ploy.

#### MOVE 2 Rainbow Kick L2 + ○

Perfect for making the most out of corners. Position the ball to land just behind the penalty spot, and try to get your forward to head for the ball. Just before the ball lands, press the two buttons and the player will smack the ball mid-air.

#### MOVE 3 Double Stepover R2 + R1

If you're getting close to the opponent's box, this move is particularly useful for making the final dash into the area. As the defender runs towards you, press the buttons and you'll confuse the hell out of him as you crack the ball goalwards.

### CRASH BANDICOOT 3



Not since we went hunting with our laser-guided shotguns have we had so much fun with bandicoots. Here are a couple of techniques to help you get the most out of yours.

#### TRICK 1 Cheat Death

When you fall off the edge of a cliff in any world, press the pause button and exit the level. This will put you back to the portal from whichever level you started at. Use this technique to keep your life loss to a bare minimum. Remember though that it doesn't work on any of the home levels.



Easy but helpful all the same.

#### TRICK 2 Spyro the Dragon Demo

If you fancy a go at the other Sony platformer, released this Christmas, follow these instructions to open up a very special *Spyro the Dragon* Demo. As soon as you see the 'Press Start' sign, as you're loading the game, press L1 and ○ at the same time.



Timing is the main problem here.

#### TRICK 3 Secret level in Gnasty's World

Complete the game with 100 per cent, then make a b-line for Gnasty's World and run up to the green dragon head. The bogie-coloured bounce will open and reveal to you a secret level called Gnasty's Loot.



Completing the game can be tough.

### MASTERCLASS *Crash*



Now you've had a couple of weeks to play it, here are a few dodgy tricks to help you get the best out of the best snowboarding game that £39.99 can buy. You might not be popular but who cares, you'll be laughing on the winners' podium.

### 1080° SNOWBOARDING



▲ Smack 'im into the wall. It'll do the job and give him a nasty scar in the process.

1 What a lot of people don't know when they play *1080° Snowboarding*, is the knack of landing when you go over a jump. Instead of simply making sure the board is at the same angle, you can give yourself a huge leg-up if you press the Z button the milli-second before you land. This little-known trick bends the knees making the



▲ If you can't get past, use the scenery to bypass them. Works a treat.

landing much easier. Don't forget to laugh as your competitor bites the ice every jump.

2 As you get side-to-side with your opponent there's a very simple but effective way of stopping their progress... smack into them. All it takes is a quick nudge of the stick. This is best used on the tighter spots as you can steer them into a rock

face, putting an end to the poor saps' race. Edges to steep cliffs are another great place for this underhanded technique.

3 When you land side-to-side, try sliding into the other bloke. You know what you're doing, so it will take you less time to get up and going again.

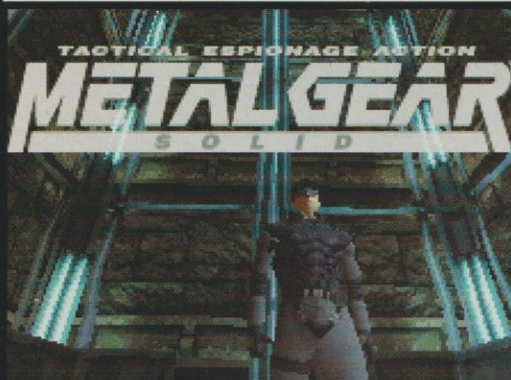


None of these are particularly hard, but make sure you practice before you unveil them.



# STRATEGY PLANET

IMPORT GAMING SECRETS FROM OUR CODE GIRL!



## METAL GEAR SOLID Q&A

Since the release of the Japanese version of *Metal Gear Solid* our phones have been ringing off their hooks. Here are the ten most asked questions...

**1** I've managed to get into the base, sneaking past loads of guards and cameras, and even made it to the lift. I've got down to B2 where the six ammo rooms are, and cleared the ones I can get into, but won't can't find anything left. Chirping hell! You haven't done anything yet, and already you're stuck. Look on the wall of B2, either side of the lift. Notice the plink cracked there? Place a C4 on them and blow it up. Get all the bonuses and run down to the lower left corner. Blow up the wall and go in.



**2** OK. Done that. Killed the guy, turning the gun-toting Revolver Ocelot, and got various bits and pieces. But I still can't get out of the base! If you have the Jap version of the game, and can't read Japanese text, you stand no chance of getting out of here. Call Meryl on the radio - the frequency is 140.15. She'll tell you to wait, and open the big door to the right of the elevator, on the floor with the tanks. It takes a while, so you may

as well finish up here. Go out of the elevator and through the door on the right. Sneak up on the sleeping guard and kill him. Get the silence. Now go through the first door on the 2nd floor. Pick up the Cardboard Box and the Chaff Grenades. Go out of this room and follow the bridge back to the top-right room. Go inside and pick up the Mine Detector and the station. Now go downstairs. Kill the guards and go through the pig door.

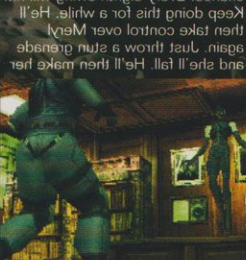
**3** I've got into the second building in the base, but keep getting my ass tied by an electric floor when I get down into the basement. I guess by the cut-scene that I've to switch off the power generator, but how?

Simple. You know that Nikita launcher you nicked from the lab complex? Equip yourself with it and stand next to the floor. Fire a missile and blow it down the corridor and to the left, then through the room, and up to the switch box on the wall (the one shown in the cut-scene). Run out for air, then run in again and enter the two rooms on the right. Get the Patton and the Gas Mask, and run down the passageway. Here you can either go right and right a pass, or left for bonuses.

**4** After the pretty gross cut-scene, I've come across Cypoid Ninja and he's too fast for me.

What do I use to kill him? Easy. Your hands. Only throw punches. When you beat him up a little he'll start firing. Just equip the Thermal Godgiles and keep beating. When he starts walking around calmly and throwing punches that hurt, throw Chaff to stun him, then hit him. When he is starting to break down and stands in a big, blue ball, fire at him with the F-mas and he'll be disposed of.

**5** How do I kill Psycho Mantis when he keeps disappearing? Mantis is intimidating at first. Yes, hard to kill. Nope. Smash Meryl around a bit so she stops shooting you. Then turn your attention to Mantis. When he throws fireballs, keep running laps around the leftmost desk and he'll miss. He'll then start controlling the furniture, following a strict pattern. Duck under it and punch him when you have the chance. Every eighth wind will kill. Keep doing this for a while. He'll then take control over Meryl again. Just throw a stun grenade and she'll fall. He'll then make her

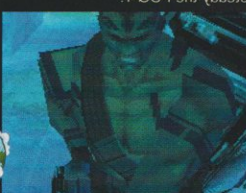


stand up and shoot herself - another Stun Grenade will take care of that. Then he'll start grabbing you and throwing fireballs at you. Equip the Thermal Godgiles and follow him around, beating him up when he stops. When he starts doing crazy with the furniture, duck under it and swing at him. You can get some easy hits if you wear the Thermal Godgiles and follow him around while he shoots fireballs. Or, pull your bad into two, and his psychic powers don't work.

**6** Now I'm cooking. Psycho's defeated and I'm through the door. I can get past the dogs, but Meryl's been gunned down by a sniper. When I get close, or move out of the way I get blasted!

You have to run all the way back to the very first pass (blinding the tank garage), and go down to B2. Enter the level 2 (up-left) room, and get the BSC1, then run back to where you just were. While on your way, either forth or back, you can stop by the Office room in B1 in the 2nd House - the unclear weapon storage. Pick up Cardboard Box

B. Get ready to start some super-fighting. With Sniper Wolf. She'll keep shooting and running around. You just have to hit her a few times. The easiest tactic to use here is the Dazepam, to steady the BSC-1.



**7** What about this torture thing? Does it make a difference if I surrender or not? And how do I get out of the 3rd floor? Well, it's a bit of a pain, but it does make a big difference if you give up under torture. Completing the game by giving up while being tortured kills Meryl, but gives you the Stealth mode (invisibility). Completing it not giving up, saves Meryl, and you get a bonus (a little ammo). To get out of the cell, wait for the guard to run to the loo (ride under the bed, or lay on the floor with the keyboard edge). The guard will come in. Cosh him and get out. If you do better, after the third torture session, the ninja will just you out.

**8** After I dropped the PAL key in the water, I picked up a bomb. How do I get rid of it? Open your inventory and use the way you see. Patton, or you'll die. If you can, find a swimming rat instead and shoot him. He will most likely have it.

**9** Two words. PAL. Keys! I've found one. I need two more to sort the control room out. Where are they? You've already got them. That PAL key will work in all three terminals, once you've

altered it slightly. Get to the control room, equip the PAL key and use it on the leftmost computer. Check the other computers and find out what you need to change the card itself. To make the card blue and usable on the blue lightbox, go to the Freezer Room (where you fought Raven), and run around a bit until it changes. Run back to the control room and use it on the computer. To make the card red and usable

on the red computer, go back to the Moller Metal Room and equip the PAL key. Run around there for a bit until it changes to red. When it's changed, go back to the control room and use it. I can't kill Rex. Bugger. Help me! Easy peasy. All you have to do is throw a Chaff Grenade, and shoot him with the Stinger. You can only look out the radar satellite during the first battle. The second time, you can only look onto the booth where PiliPili Snake is sitting - so stand underneath him. Now you have to fight Liquid Snake in a one-on-one fist fight. It's pretty easy.



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**SPOILER ALERT!**  
USE A MIRROR  
TO READ  
THIS!



**SEND IT IN!**



# WRITE TO US...

if you want to be a member of GM's Secrets Service, if you need help from GamesMaster, if you want to contribute to any of the new tips pages then send this form to...

**GamesMaster Tips,  
Future Publishing,  
30 Monmouth Street,  
Bath, BA1 2BW**

**HAVE YOU GOT TIPS? ■ SEND US YOUR QUESTIONS! ■ GOT ANY GLITCHES? ■ NEED HELP?**

**CODE GIRL**

If you need codes or help with your import games then tick here, fill in the form and send it to us...

☐ **TICK HERE**

**SECRETS SERVICE**

Want to join the ranks of GM's Secrets Service? There's a joypad for the best entry...

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**CONSOLE ZONE**

You better scrape and crawl to this, the mightiest of gaming beings... he can solve any problem!

☐ **TICK HERE**

**MASTERCLASS**

Advanced gaming tips, you'll need to illustrate them with diagrams, maps and level sketches.

☐ **TICK HERE**

**GLITCH CITY**

Take a look at page 63, got anything that should be in Glitch City? Send it to us with your photo!

☐ **TICK HERE**

**DEAR** **GamesMaster**

**TAKE A LOOK AT THIS AND STICK IT IN YOUR MAG:** .....

.....

.....

.....

.....

.....

**FROM:** .....

**ADDRESS:** .....

**TEL NO:** .....

**AGE** ..... **MACHINE OWNED:** .....

**CUT OUT OR PHOTOCOPY. DON'T FORGET TO INCLUDE ANY MAPS OR DIAGRAMS FOR MASTERCLASS.**



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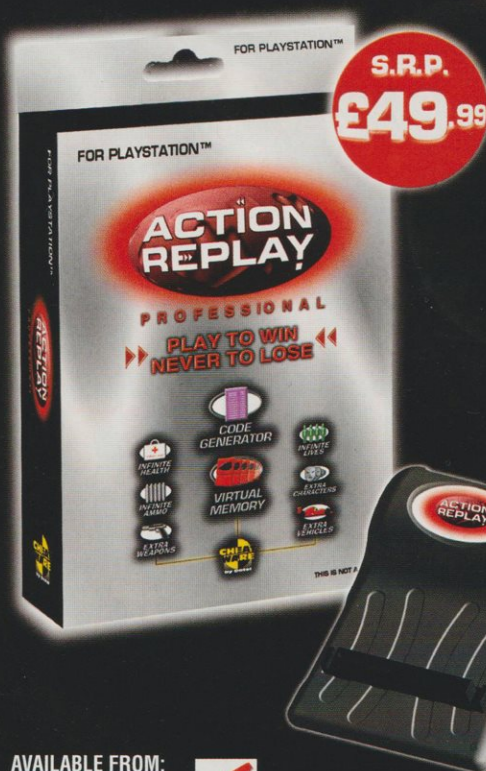
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# MARIO'S BACK!

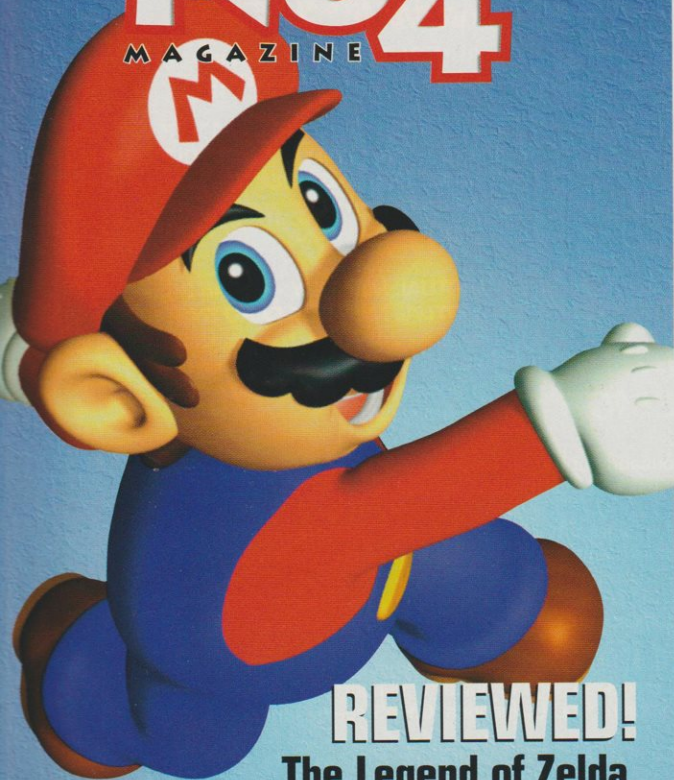
He's in **FOUR** new games for '99!



read about them first in

# N64

MAGAZINE



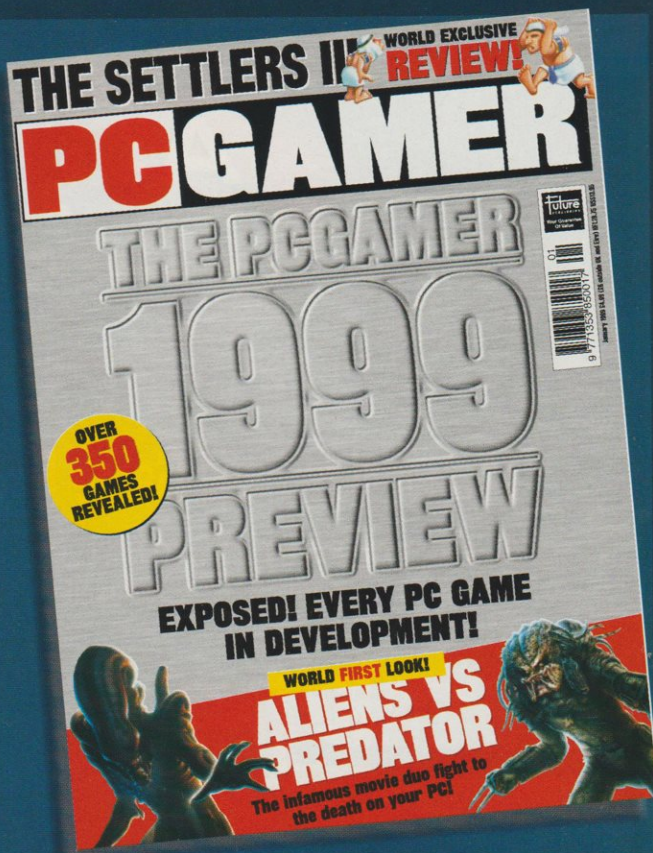
**REVIEWED!**

The Legend of Zelda,  
South Park 64, Rush 2,  
Top Gear Overdrive,  
NBA Jam, Twisted Edge  
and loads more...

**N64**  
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ISSUE 24 OUT WEDNESDAY 23rd DECEMBER

THE UK'S **BEST SELLING**  
PC GAMES MAGAZINE!



# PC GAMER

# JANUARY

# ISSUE ON

# SALE FROM

# DECEMBER 14TH



# NEW GAME REVIEWS

**GAMING  
ADVISORY**  
EXPLICIT OPINION

BRITAIN'S MOST INFLUENTIAL GAMING AREA!



**THE TIME HAS COME!**

**ZELDA**  
**IS HERE AT LAST!**



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**CHARTS  
WHAT'S HOT?**



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**OUT NOW!  
NEW GAMER  
SPECIAL**



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**BATTERY POWERED  
MMM... GADGETS!**



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**WEBMASTER  
WE GO WORLDWIDE!**



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**HOT! FOR THE BEST CONTROLLER TESTS, SEE PAGE 112!**





This has to be the most important N64 game since *Super Mario 64*, and it's another guaranteed smash hit Miyamoto classic. Did we ever, could we ever doubt him?



# THE LEGEND OF ZELDA Ocarina of Time



▲ I can't catch your chickens for you, I've got a quest to do, you know.

No googlies now... bowl me a good 'un!



If a game has been as shamelessly hyped for as long as *Zelda*, we'd normally be extremely suspicious. It's usually freaks that end up failing miserably to live up to their expectations.

And from what Nintendo have said to the world, this *Zelda* outing has a lot to live up to.

Thankfully, Miyamoto and his team have turned this into a real labour of love during the three years it's been in development – and it shows. *Zelda* is packed with ideas and gaming experiences that could only have been hand-crafted by someone who cares deeply about his games and the people who'll be playing them.

The story is a mixture of Tolkien and Enid Blyton. It's aimed at the younger gamers, but there are fantasy undertones that will appeal to everyone. The gameplay

## 2 ROLLING STONES!

Your first major task is to collect three spiritual stones. These will enable you to use the Time Temple, which is where the real fun begins. The lovely Saria can help you find out where to go if you get stuck, but play through the Deku tree quest, the Goron City quest and the Koran quest and you won't have any problems.

## KOKIRI FOREST!

This is where you start your quest. As soon as you join up with your fairy you can mess around here, collect some cash, learn your moves and get on your merry way.



▲ Pick up a weapon or two, buy a shield and you're just ready – so say your goodbyes.



Have a chat with the tree (hey don't laugh, it wasn't our idea, OK? Then go inside for the first Spiritual Stone quest. It's the easiest one.



▲ The Koran King holds the final Stone, get his daughter.



▲ The inhabitants of Goron City give you the second stone quest, but little help.



## 3 AUTOPILOT...

To make you focus on the story and adventure elements, rather than worrying about perilous platform jumping exploits, Miyamoto has taken the unheard of step of making all the jumps in *Zelda* automatic. Just run towards an edge and the game will handle the difficult bit itself (assuming you position it right and don't change your mind in mid air). It also won't let you drown when you go underwater.

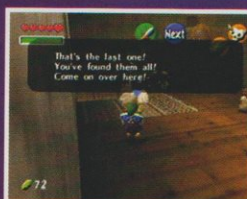


## 4 SUB-GAMES!

To take your mind off the intense adventure action for a while, Nintendo have put together a few *Zelda*-related sub-games for you to play at. You can keep coming back to them. Failing them is by no means a disaster and winning might just provide you with a useful reward.



▲ Pick the right chest in a number of rooms and you get some treasure.



▲ Find three special chickens in a room full of the buggers. But you can cheat...



▲ One of the tougher games. Dive in the water and get cash.

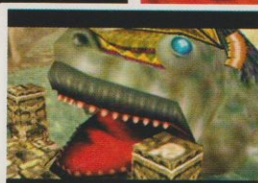
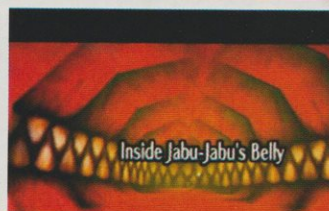
takes all the strong elements from *Mario 64*, *Final Fantasy 7* and the previous *Zelda* games and mixes them into a 3D masterpiece. All the finicky and potentially frustrating elements have been taken care of for you – like the jumping – and the 'one action button does all' control system. With that taken out of your hands, the story completely takes over and drags you in.

## GAMEPLAY!

There's a hell of a lot of exploring to do in *Zelda*, and although you're guided to a certain extent by your fairy helper and the people you meet on your travels, it's going to take a long time to get through this. And then there are the puzzles. It's not just all finding

keys and pulling switches in *Zelda*. You will get stuck. But unlike most RPGs, where you'll just give up, you'll find the answer in *Zelda* if you look around a bit (and usually there's much slapping of foreheads when you realise just how obvious the solution was in the first place).

Graphically, *Zelda* is a masterpiece. It's managed to get more detail in its 3D than the 'texture rich but glitch like a bitch' affair that was *Tomb Raider 3*. It offers



▲ Yeah, so what if they nicked the idea from *Jonah and the Whale*? This is great.

◀ Feed Jabu and he'll open his gob. But what'll he eat?

## 5 IF I HYRULED THE WORLD...

Hyrule serves as a central hub to the early part of the game. From here you can get to the Hyrule Castle, the Lon Lon Ranch, Death Mountain, Kakariko Village, Kora's kingdom and the Market. If you need to make time pass to spark off an in-game event, this is the place to do it. Watch out though, some very bizarre folk come out to play.

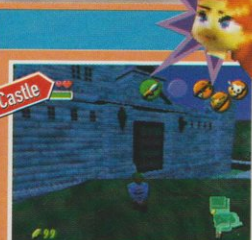


▲ Access the graveyard from here as well as the rest of the mountain.



▲ Bit obvious this. This is where you buy stuff to help you in your various quests.

► *Zelda's* own Waterworld. This is where things really start to get tough for Link.

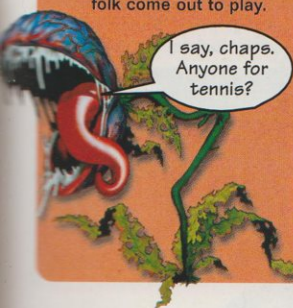


▲ This is where you meet Princess Zelda and try to avoid the guards.



▲ With a name like that I don't think they're aiming for the tourist trade.

◀ Tame the horse, it'll be useful later. You also get some tasty milk here.





Eh, seen a short, fat, bearded bloke?



▲ Lazy cow! Carry her through a level so her weight will shift a switch.

► Drop her though and she'll run back to the start of this stage.



## 1 LIGHTS, CAMERA, ACTION...

Instead of having multiple menus, *Zelda* makes most of the decisions for you. Keep an eye on the blue button icon at the top of the screen and you'll see that it flips over when a situation demands it, showing what action you should take.



▲ If it clicks to Check, you can guarantee you've got to do something with this.



▲ Your diving capabilities are limited until you do the sub-game in Dora's.

## 8 GORON CITY & DODONGO'S CAVERN!

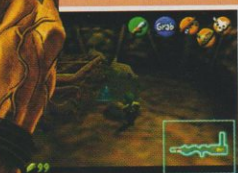
At the top of the invitingly named Death Mountain, you'll come across a city of rock-eating weirdos. They need your help to source some more food. You'll have to conquer the Cavern to get it for them. Can you figure out how to open the dragon's mouth? Why are all those bombs in a dead-end room? Where did the leader of these rock-eaters learn to dance?



▲ You'll have to wake these rock eaters up if you want to talk to them.



▲ Take a wonder down and meet the leader of the City to get your quest.



Push the statue on to the switch to keep the door open.



▲ Drop bombs into the empty eye sockets to get the mouth open.



▲ Some of these biffers will explode just after you kill them, so keep a respectful distance after you've fragged 'em with your flashing blade.

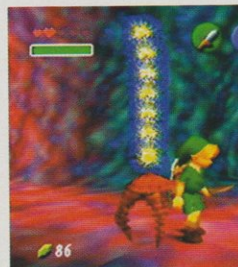
more variety in the different stages, plus the added attraction of some near photo-realistic set pieces (like the Time Temple exteriors). In fact, it's only when the more traditional Nintendo-

looking creatures appear that you realise that this has all been squeezed onto a cartridge instead of a CD (which goes to show you how much of a CD most developers waste). So with the amount of exploring and travelling

around that you're going to be doing, it's just as well that it looks this good.

## FAST PAGE?

Most RPGs we've come across, start off with a blinding sequence of events, but can't keep the interest going for more than half way, meaning that for the rest of the game you're slogging your



◀ Oh goodie, it's a pantomime. Look out, he's behind you Mr Link.



## 8 LOOK CAREFULLY OR YOU'LL MISS IT!

You should know by now that Miyamoto has a passion for hiding things away. We've found dozens of sneaky tricks so keep your eye out for anything that doesn't look 'quite right'...



▲ If a rock is put somewhere, it's normally hiding something.



▲ This looks out of place in this wall. Try and blow it up and see what happens...



▲ ... Yep, thought so. I've found a hidden room with power-ups and stuff.





## SO WHAT'S AN OCARINA THEN?

Go on... admit it. You had no idea what the hell an ocarina was when you first heard the full title of *Zelda*. Well it's an egg-shaped instrument that you blow into to create music. Some of the people you meet in *Zelda* will teach you new tunes. Play them in the right place at the right time and new sections will be opened up.



▲ Play a tune with the yellow C buttons and you kick off all manner of strange events, providing you've learnt the right one.

way through it because you've come too far (and paid too much money), just to switch it off. That doesn't happen with *Zelda*. The way that the story is built up, introducing new characters and elements all the time, means that it's you actually pushing the game to find out what will happen next, rather than the game dragging you from section to section, with you not really knowing what the sweet hell is going on or what's happening and why. Hmmm...

Come on... who threw the egg, eh!



▲ Use your shield to block out these fireballs or you'll get fried.

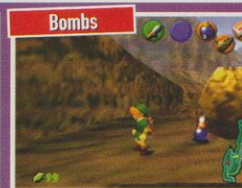


## WHERE DOES HE GET SUCH COOL TOYS?

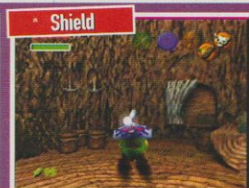
Link's ruck sack is going to be bulging at the seams with all the items he gets to carry around on his quests. Better get some weight training in to shift this lot...



▲ A great projectile weapon for dealing with anything higher than you.



▲ Handy for removing any rocks that get in your way. Can also be thrown.



▲ Can stop you taking major damage in a battle. Essential in fire stages.



▲ Three of these Spiritual Stones are waiting for you, if you can find them.

► The fairy will grant you spells when you meet her to make combat easier.



You got *Din's Fire*! Its fireball engulfs everything! It's attack magic you can use with...



▲ You know what happened in Jack and the Beanstalk? Try it here.



▲ You can't be much of a hero without the cash to buy weapons and items.



▲ Collect four of these to earn extra energy points. A very good thing indeed.

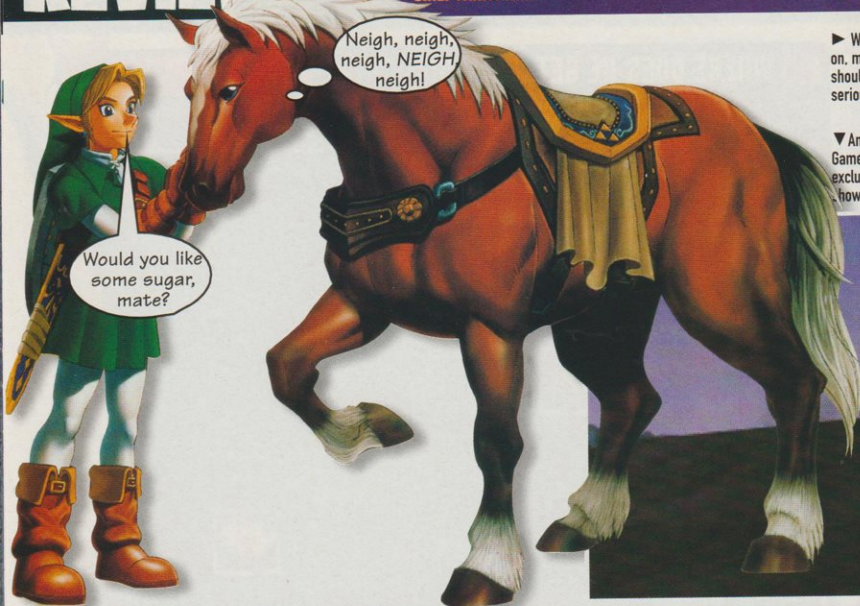


▲ If someone doesn't recognise you they can't stop you. And some people will actually buy these masks from you.



▲ There are loads of these to collect, and your quest isn't complete until you've got the lot. Start hunting.





► What are you on, mister? You should get some serious help.

▼ Another GamesMaster exclusive. We show you Shergar.



▼ Become an expert diver to get this message in a bottle.



## BOSS ACTION!

At the end of some particularly tiring exploring, you can usually expect to meet some kind of boss. Like this overgrown freak for example. Find their weakness (you always get plenty of clues), and exploit it till he's dead.



▲ Er, I don't think just handing over your dinner money is going to help you out much here. Perhaps you should just run away, really fast...



▲ Maybe you can grab a bomb and lob it in when he opens his mouth.



▲ Seems to have done the trick. Hang on, he's not dead. Now he's mad.

◀ Get that shield out when the boss goes bonkers.

► Repeat the procedure until the rocky foot is slapped into submission. Then you get some pressies and a way out.

## PUZZLED? YOU WILL BE...

Unlike most RPGs, that seem to revolve around you finding the right key for the right door or a certain spell, *Zelda* has you trying all sorts of weird tricks to get past different kinds of obstacles. Like these...



▲ A block and a hole. Hmm. Block goes in hole. Door opens up. How much easier can it get.



▲ Lobbing a rock over a cliff edge might just unblock something a long way below. Try it and see.



▲ Look out Lara, Nintendo are moving into the videogame babe scene.

## PACING...

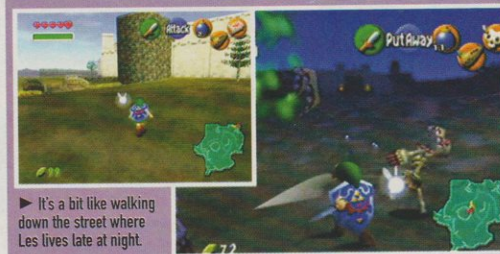
Let's face it, *Zelda* is a gem of a game to play. The learning curve is perfect. You never feel overwhelmed by what's going on around you, and more importantly you never feel defeated or intimidated by the puzzles and quests. There's never a frustrating moment that has you reaching for the off switch and the compulsion

to explore everything that the game has to offer will quite possibly take over your life for many weeks to come. You may finish this in a week or two, but you won't have seen everything. It's one of the few games that rewards you for taking your time and exploring every nook and indeed cranny.

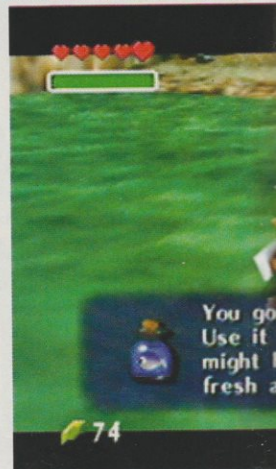
*Zelda* is one of the most important games that Nintendo

## NIGHT AND DAY!

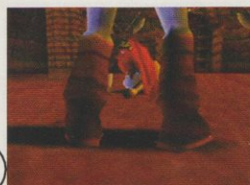
Get the coffee and Pro Plus out, because in *Zelda* you're going to be working through the night. When you're outside (like in Hyrule Field) you'll notice that day turns into night. Certain events only happen at certain times (like the grave digger who only comes out after 10pm), so you need to hang around, checking the time stones to get the right time. Bad things happen at night, so get ready to fight...



► It's a bit like walking down the street where Les lives late at night.







▲ A dramatic shot from the atmosphere-setting intro sequence...



▲ ...and another one. God knows what's going on, but it all makes sense later in your quest.



Kokiri Forest



have released on the N64. It's been a long time since they had a PlayStation-killing blockbuster, and as far as most people are concerned, the N64 is losing ground on the Sony machine. *Zelda* turns that on its head by showing that you can have all the flash graphics and CD-based games you want, but nothing will overshadow pure quality. And that's exactly what *Ocarina of*

*Time* is — pure, unadulterated, undiluted gameplay genius. One of the finest RPGs of all time, and certainly the N64's new killer game. Every N64 is crying out for this, so go get it. If *Mario 64* was the game that single-handedly pushed the N64 to the top of everyone's shopping list when it was first released, *Zelda* is the game that will save Christmas for Nintendo.



Lake Hylia

▲ You lose all your weapons when you swim. Pity because you get attacked lots.



## 14 SECOND OPINIONS

"Come on Link, show us your goods!" The GamesMaster team give you their first-play thoughts of the new *Zelda*...



SECOND OPINION

"It's really frustrating having to watch Las getting deep into the game, then having to read his review when I want to PLAY THE THING MYSELF. To be honest, I've tried to avoid *Zelda* as much as possible — I want to unlock its secrets in my own time at home. So I couldn't say this is the Best Game in the World Ever. Not yet, anyway. The odd sneaky play has been breathtaking though."

"Nintendo have obviously worked on this until every last detail has been perfected. You need a lot of patience which, being the young scally that I am, I haven't got! And I really don't like those cheesy bits of text that keep on popping up, either... Saying that, it's a beaut game and, if I ever did have a couple of weeks spare, *Zelda* would be a pretty funky way of filling it..."



SECOND OPINION



SECOND OPINION

"It's OK, but not great. Sorry, but it's just not exciting enough for me — too much wandering about from place to place with nothing much going on. *Super Mario 64* was great, you know, exciting, fun and a lovely looker. *Zelda* just doesn't get me buzzing as much. It's not such a leap on in terms of graphics either (it's all muddy to me). Still, give me another few days and it *might* grow on me..."

"I can't find all the stuff I'm supposed to find in the game — it took me ages just to find the tree! — but I think I've fallen in love with Link. I think the way he grows is brilliant. And chatting to the other characters is great (I don't mind that the conversations are written rather than being spoken). Collecting lots of jewelry things is lovely too. It's great fun!"



SECOND OPINION



SECOND OPINION

"It's not often that a game completely takes over the office like this has. You wouldn't believe the amount of childish squabbling going on as everyone struggles to get that little bit further than anyone else. Get to a new bit and everyone else just go, 'Agh, don't show me. I want to find it for myself later.' *Zelda* is a cart full of that old Nintendo magic. Take note Sega and Sony."

## THE SUSSING OUT ZELDA GRAPH...

So how do all the individual elements of *Zelda* measure up?

10	♥	♥	♥	♥	♥
9	♥	♥	♥	♥	♥
8	♥	♥	♥	♥	♥
7	♥	♥	♥	♥	♥
6	♥	♥	♥	♥	♥
5	♥	♥	♥	♥	♥
4	♥	♥	♥	♥	♥
3	♥	♥	♥	♥	♥
2	♥	♥	♥	♥	♥
1	♥	♥	♥	♥	♥
	Exploring	Puzzle Solving	Character Interaction	Fighting	Waiting for Loading



“OCARINA OF TIME IS PURE UNADULTERATED, UNDILUTED GAMEPLAY GENIUS. ONE OF THE FINEST RPGS OF ALL TIME — N64'S NEW KILLER GAME”

## JUDGEMENT

### PRESENTATION

The 3D looks smoother and more detailed than even *Mario 64*. Good 3D camera work as well.

### GAMEPLAY

Fantastic control system and totally immersive plot makes for an amazing gaming experience.

### LIFESPAN

You may finish it in a couple of weeks, but you could spend months exploring everything.

### THE BEST BIT

The level of detail in the graphics and the easiest control system in an RPG, ever!



### THE WORST BIT

Not being able to skip the speech text, especially at the start of the game.



Every bit as good as we hoped. The N64's first big RPG is another Miyamoto classic. He's becoming the James Cameron of videogames.

96%

If you like this... RPGs on the N64 are a bit thin on the ground, so go back and give *Super Mario 64* a twirl.





The best news about *Half-Life* is that it's in the shops now! Quick, grab those vouchers and skittle off down the high street – this is the best PC game in years...



# HALF-LIFE



**Safety in the workplace is an important issue, especially when you are dealing**

**with other worldly substances. Just ask Gordon Freeman.**

The action kicks off with a train journey to work. You are completely unarmed and there are

## SETTING!

no other passengers. This is the intro to the game in an uneventful, yet beautiful journey deep into the bowels of the Black Mesa Research Facility. And it's absolutely brilliant! Instead of the obligatory ten minutes of full-motion video, Valve have created a scene-setting intro, during which you have full control of your character, Gordon Freeman. But for now just sit back and enjoy the ride, while the nice lady on the intercom gives you an idea of what goes on at the

facility, and what you're supposed to be doing there. It would be criminal to give away too much of the plot, for fear of ruining one of the most important

## TRAGEDY!

parts of the *Half-Life* experience. Suffice to say, something happens at the facility (of which you play an integral role), and everything turns pear-shaped (see box two). The fabric of space is ruptured, and out spills all manner of alien creatures, killing the scientists, breaking all the expensive kit and generally making quite a nuisance of

themselves. The story unfolds as you progress, and is paced to perfection, making you feel like the lead character in a Hollywood blockbuster.

Take the best parts from all of the first-person shooters, mix these with a plot worthy of an Oscar, add beautifully atmospheric graphics and sound and you're halfway there. *Half-Life* has it all. If it were a car, it would be the fastest and the best-looking, and the most fun to drive.

Aw heck, I even go back and do the training section over again and again, simply because it feels so great to play.

## GAMEPLAY!

Visually, *Half-Life* is a stunner, and runs smoothly even on a modest system (with 3Dfx, of course). The lighting effects are of particular note, as are the wonderful animations for the different character-types, each having its own distinct personality. These

## 1 DOES

Instead of the usual cut-scenes found littering most of today's games, *Half-Life* does something far cleverer. Little 'set-piece' events crop up every now and then, triggered when you walk into the right area. You can stand around and admire them (and maybe get a clue as to what's going on), or you can just walk on by and ignore them. Now there's freedom for you.

### STEP 1



The security chap appears to be a little under the weather. Einstein checks to see if he is breathing.

### STEP 2



This is the chest-thumping bit which is great fun, unfortunately followed by some snog-type action.

### STEP 3



It's alive! The guard comes around. 'Come on now... cough it up, there's a good boy'.

### STEP 4



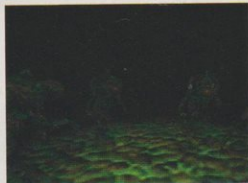
Hurrah! He'll be alright in a couple of days, although his head has grown massive. Must be due to the trauma.



▲ The test lab has a strict dress-code, so you'd better get that snazzy biosuit on.

▶ Travelling to work would be a sheer delight if you worked at the Black Mesa Research Facility.

▼ It may look pretty but this is certainly no time to admire the view.





## 3 DOPS!

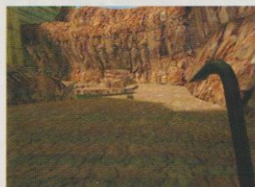
Ol' Gordon couldn't just have a regular job. Oh no, that would be too boring. How could you base a game around a disaster at a chip shop or a supermarket? No, Gordon Freeman works at a top secret research facility which deals with rather dangerous materials, and guess who's job it is to put them into the reactor!



▲ A student doctor, lying down on the job after another 100 hour week.



▲ That's a really big button. Of course you're supposed to press it.



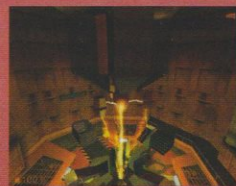
▲ Gordon learns the hard way that sometimes it's best to Read the label.

non-player characters are another thing that really make this game come to life (see box three). You never get the feeling that you are the only person in the universe. The scientists and security geezers just wander around doing their own thing. Be it drinking soda,

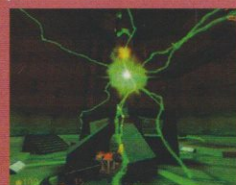
## MULTI-PLAYER?

picking their noses, or taking a dump, these fellas seem to have lives of their own. Another jewel in the Half-Life crown is the phenomenal artificial intelligence. Sure, some of the early aliens are as soft as plop, but just wait until you meet the Special Forces soldiers – they don't just run blindly into your stream of hot

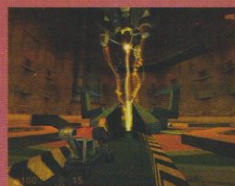
lead, they lure you out and lynch you when you least suspect it! Employing realistic squad tactics, they sometimes roll across the floor and dive for cover, while another sneaks behind you and sticks a grenade down yer pants! With all this groovy stuff, who needs multi-player? Play it, finish it, then play it again.



▲ Wow! Pretty lights! This is the best job in the world.



▲ Loud screaming, accompanied by explosions suggests a hasty exit.



▲ What would happen if I pushed this shopping trolley into all that bright stuff?



▲ Visions of strange alien worlds got Gordy off the hook when late for school.

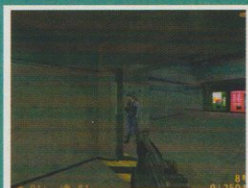


## JUST ASK THE NICE MAN!

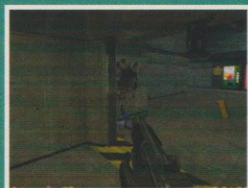
The non-player characters in Half-Life seem frighteningly human at times. They stroll around minding their own business, sometimes stopping to say 'hello', other times telling you 'go away, I'm busy!' If you keep hassling them. Such rudeness should always be dealt with severely, whether by means of the crowbar, the gun or even the grenade. However, slaughtering a character who has just helped you out may suggest underlying psychotic tendencies!



▲ Damn! A security door. No worries, just ask the guard and he'll unlock it for you.



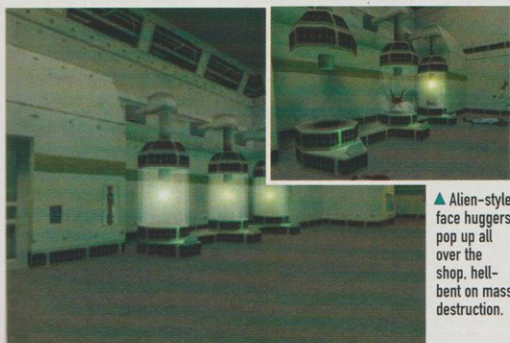
▲ Cheers pal! Will I see you in the pub later? I'm going over to watch the footy.



▲ DIE YOU VILE, TRAITOROUS-ARSE-GRAPPE, DIEEEEEEE!!!



▲ Gordon has always had a little bit of a problem with authority figures.



▲ Alien-style face huggers pop up all over the shop, hell-bent on mass destruction.

## HALF-LIFE? YOU SHOULD BE SO LUCKY!

Let's see just how much of a life you will have left after this gem of a game has got its hooks into you!

Sleeping 20%  
Eating 05%



“ THE SCIENTISTS AND SECURITY GEEZERS JUST WANDER ROUND DOING THEIR OWN THING. BE IT DRINKING OR TAKING A DUMP ”

## JUDGEMENT PRESENTATION

A particularly slick, believable world with plenty of extremely neat little touches.

## GAMEPLAY

Trouser-ploppingly good fun. Put it down for a second and it'll grab ya by the nads and yank you back in.

## LIFESPAN

Should see you well into the next millennium, or at least until the inevitable sequel.

## THE BEST BIT

Getting home from work so that you can play it. It really is that big and that clever.



## THE WORST BIT

Having to stop playing for eating/sleeping purposes. Oh, and the phone bill when online.



Big, beautiful and perfectly formed. Half-life has to be one of the greatest games of all time, buy it! And buy it now!

# 95%

If you like this...  
Sin or Unreal. Alternatively, you could try Quake 2 whilst watching a great action flick.





"Hands off my pyramid!" The little fellas are back tougher and smarter than before. Third time perfect for Blue Byte?



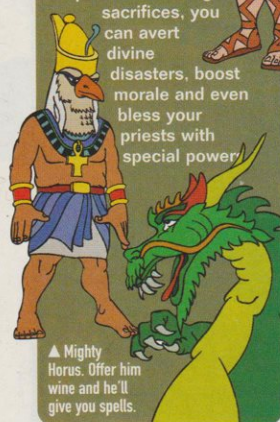
# THE SETTLERS 3



▲ Stash gold in the storage area (bottom centre) and your army's morale rockets.

## 1 GOD-BOTHERERS UNITE!

You start *Settlers* as a tribe of Romans, Asians or Egyptians. Romans are good all-rounders, while Asians are the best fighters, and Egyptians the best builders. Each race worships a different god. By constructing temples and offering sacrifices, you can avert divine disasters, boost morale and even bless your priests with special power.



▲ Mighty Horus. Offer him wine and he'll give you spells.

The first two *Settlers* games were about building things. Mines, castles, farms and windmills - to keep on expanding you needed to fabricate an entire community. *Settlers 3* is also about building things, but with a more hands-on approach. It invites you to spy and steal and wage full-scale war.

## CONTROL!

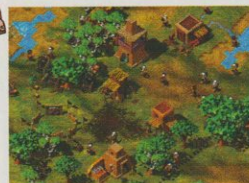
Gone are the tiny windows for examining pig stys and farmers at work, and in their place is a clean-cut icon-driven control bar. Build huts for your woodcutter and your stonecutter, start the sawmill going and then decide which direction to strike out in. You can now create geologists, spies and pioneers at will, and like your



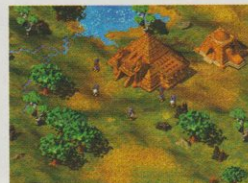
troops, these can be selected and then ordered about with a click of your pointer. As in the first two games it's a mad dash for land and resources. Naturally enough this expansion will eventually bring you into conflict with your neighbours.

## STYLE COMBAT!

This time round *Settlers* gives you the chance to trade with more peaceable tribes, by setting up a marketplace and caravan routes. Still, with a *Command & Conquer*-style combat system why not just send your troops in straight-away? Well, *Settlers 3* is cleverly biased towards defending, as once outside your borders, your soldiers can lose up to 75% of their attacking strength. You'll need to build up your reserves of gold and call on the power of the gods to boost their morale enough to make attacking worthwhile.



▲ The Egyptians may look peace-loving but invade and they'll whup your ass.



▲ Build temples, like these pyramids, to create priests armed with top spells.



▲ Unlike *Settlers 2* you get to transport troops using ships.



▲ You too can be as organised as this lot if you use the *Command & Conquer*-style 'grouping' functions to order squads of soldiers around as a single unit. Handy that.

## 2 DESTROY THEM ALL...

Rather than sending out armies automatically as in *Settlers 2*, *Settlers 3* gives you direct control over individual soldiers or whole legions. You can use cunning tactics, like setting up your archers on a hilltop, or drawing the enemy back into an ambush within your own borders. Combine spell-casting priests and elite troops for maximum impact killing power.



▲ Archers are brilliant for taking on enemies at long range but catapults are even better. Fire away!

◀ You must use your resources wisely. Eliminate unproductive structures.

## JUDGEMENT

### PRESENTATION

Wonderfully detailed. See little, iron ingots pop out of the smithy. See your wine-maker pick grapes!

### GAMEPLAY

Harvest, sacrifice, explore, mine, attack, fortify, sail, feed, trade, steal, grow, carry, plant...

### LIFESPAN

You could still, quite easily, be conquering people over the net in 12 months time.

### THE BEST BIT

The little archers are great. Stick them on a tower and watch them rain arrows on your enemies!



### THE WORST BIT

Those bleeding Egyptians. Given enough time they mine and build until they're virtually invincible!



The best strategy game for any format. A simply stunning mix of construction and destruction. Keeps you engrossed for days at a time.

# 96%

If you like this...  
Get *Civilisation 2*. It's not quite as easy to get into, but it allows you to develop a space age civilisation.



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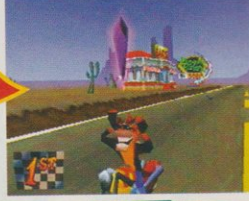
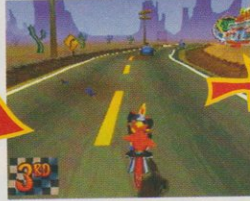
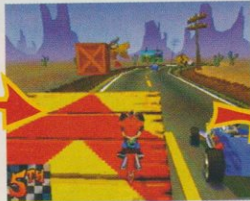
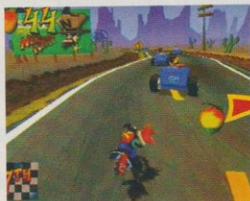


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is that a sequel in your pouch, or are you just a fat git? Lock up your best china, bandy-legs is back with an evil glint in his eye, for spin number three...



# CRASH BANDICOOT 3



**Five hours. 300 of your earth minutes. That's how long it took us to collect 20 out of 25 crystals. To run, leap, slide and ride through four out of Crash 3's five worlds.**

And frankly, by this stage we were a little bored. But don't unleash the bandicoot hounds just yet. These figures don't quite tell the whole story. Prepare to rewind 18000 seconds into the past when our copy of *Crash 3* was still shiny and new and wrapped in cellophane.

## HISTORY...

Corrrrrrr! Crash, eh? His first and second games filled a gaping void in the lives of all PlayStation-owning, platform fans. In a land ripe with racing, fighting and shooting games, the original

*Crash Bandicoot* was a welcome flowering of platformage. Okay, so it didn't live up to the sophistication of Nintendo's *Mario 64*. OK, so it was mostly 2D, with little chance to break out and explore, but that didn't stop everyone worshipping its cutesy, puzzle-driven cartoonyness.

## COMPETITION?

By the time the sequel, *Crash Bandicoot 2*, arrived it did at least have some genuine competition in the form of *Oddworld: Abe's Oddysee*. Yet while *Oddworld* was serious and challenging, *Crash 2* was immediately accessible, and packed with stunning set-pieces (see Crash's surfboard, jetpack and ride a bear cub!). A win on points for the bandicoot then. Things, however, are a little different this time round. Not only does the follow-up, *Crash 3*, face a new and improved *Oddworld* (*Abe's Exoddus*), but also an excellent, true 3D platformer: Sony's *Spyro the Dragon*. So how does the pouched one fare against tougher opposition?

## TWEAKED!

At first the signs are good for *Crash 3*. There are less of those annoying 'out of the screen' sections, where you can't see where you're going. The leaping and movement has been tweaked, resulting in fewer annoying collisions. It seems like there's much more variety too, even if the graphics look similar to the previous game's. You can scuba dive and jet-ski, ride motorcycles, tiger cubs and dinosaurs – you even get to dog-fight in a WW1 plane. The majority of the levels however, follow the more traditional platform format, either as 'roads' going into the screen, or as sequences of platforms that branch forward, left or right. Time then for our hero to leap over chasms, spin into boxes, gobble up apples, trounce baddies and avoid spiky or explosive obstacles. Despite the themed warp-rooms that lead to each set of levels (Medieval, Oriental, Egyptian, Futuristic), everything's mixed-up. Egyptian and medieval stages

## 1 TRI-TERROR-TOPS!

Mmmm, tasty apples, lovely apples. Hang on, what's that rustling in the underbrush? Yup, you've just found the triceratops, who will happily pursue you across lava pits and between dozing pterodactyls. Pretty obviously, the trick is to dodge between obstacles and not get squished. That'll be a variant of the old 'boulder run' then. You do eventually find a lower level, that dino-chops baulks at jumping down to. Phew.



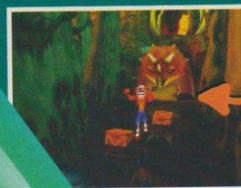
▲ BLAAARK! I'm a-comin' Crash so you'd better use those there bandy legs!



▲ Crash paused on the way to pluck apples from the environs of the swamp.



▲ Who left those flaming crates there, eh? They could get me killed ya know.



See that? That's how Crash grimaces in fear that is.



▲ The night version of this run is nigh-on identical. Watch out for that hot LAVA!



▲ Fail to out-run lardy chops and he jumps up and down on your head.



Shut it! They shrunk in the wash, alright?



## 2 ALL BLIMPS MUST DIE!

One of the best, if small, sections in the game sees you shooting down N Brio's blimps, while fighting off his specy-headed aviator pals. The standard controls let you bank left and right, ascend and descend, while fires off a neat little machine-gun. When under attack, you can even do a cool roll by pressing the button.



▲ Eat my metal rain of death you fat gas-bag! A neat machinegun allows you to blow up Brio's blimps as well as take on his henchmen in deadly dogfights. Not bad!



▲ Neeaaaaah! Ka-boom! Scratch one mad assistant. Now, where's that blimp?

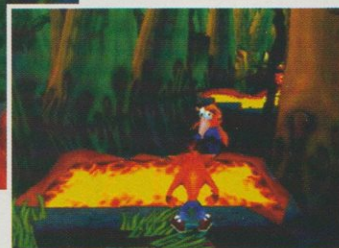
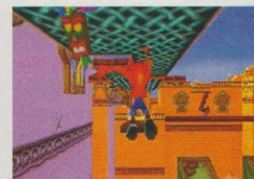


▲ Strangely, it's Tawna flying this tidy monoplane. Scream: "Girt Powah!"



▲ This mini-sub is most definitely the best thing about the underwater bits 'n' bobs. What a trip!

▲ Nope, it's not a mirror but a strange fishy-type thing with Crash's head. Wierd!



## 3 MIND MY FORK!

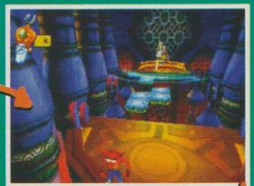
This nonce with the clock in his bonce, is the boss of world three. He twangs a big tuning fork, that sends fireballs and lines of flame hurtling at you. Strangely, these aren't really very dangerous. What does tend to get that bottom lip quivering, is getting across the floating platforms after you've smacked him twice (which does prove to be tricky).



▲ "Nyah! I am N Tropy! I will prick you with my fork until you are done!"



▲ Wow that was a powerful one!



▲ "Hmph, me Crash, me not want to play with nasty fork man anymore."

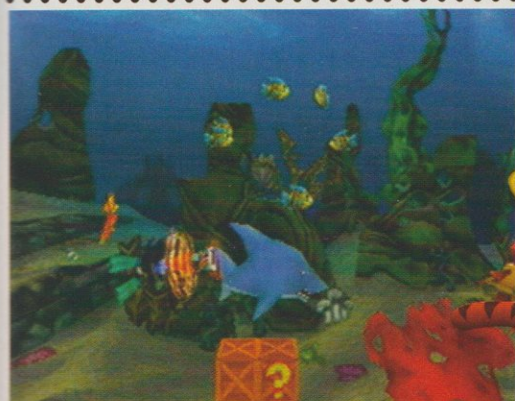
especially, turn up everywhere. Granted, Crash has new super-moves gained from beating bosses, allowing him to jump higher, crush harder and glide further than normal, but little else has changed from the first two Crash games.

## WORSE STILL...

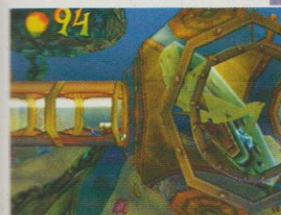
You're still asked to jump to off-screen platforms, and size-up

sideways leaps without a different view. Worse still though, the jet-ski and plane bits are great, but the driving, riding and swimming sections are rather dull.

The big problem with *Crash* is that it isn't. Big that is. Compared to *Spyro's* 12, *Crash's* five worlds seem meagre. Each of *Crash's* 25 standard-levels contain five crystals to collect. *Spyro's* levels on the other hand, contain 120 dragons that



▲ Spinning underwater still breaks open these crates, you press to swim faster.



▲ This boss thinks the Roman Arena setting complete with ravenous lions will save him. No chance matey.



(Sigh) Daddy wouldn't buy me a pony!

Chicks man, always taking me for a ride!

▲ "Not quite so hard without your cutlery, are you, eh?"

FREE POSTER

Check out page 80 for your very own, larger than life, Bandy mate.



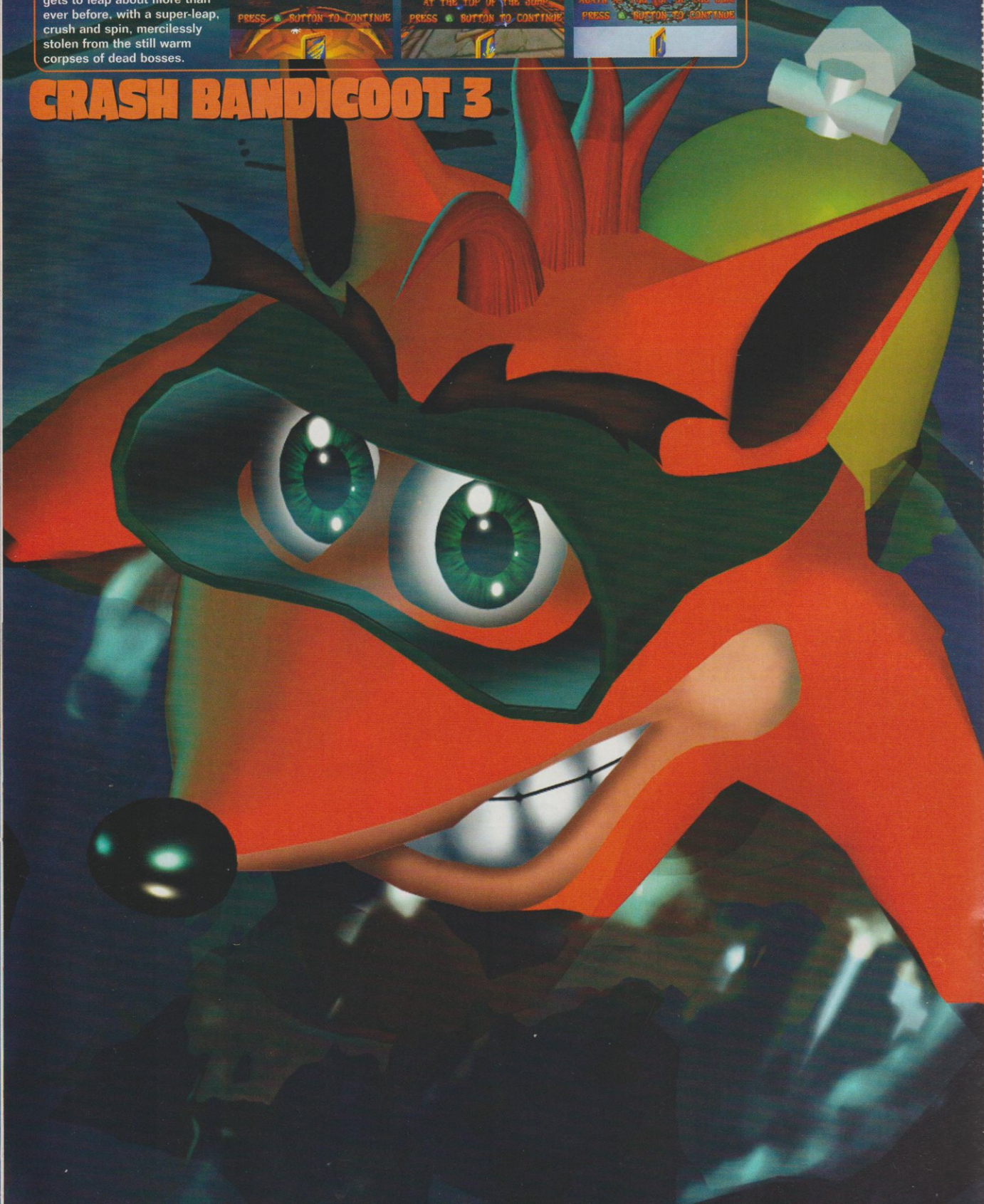


**BANDY POWERED!**

In this latest *Crash*, our hero gets to leap about more than ever before, with a super-leap, crush and spin, mercilessly stolen from the still warm corpses of dead bosses.



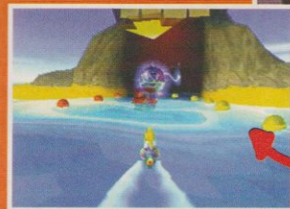
# CRASH BANDICOOT 3





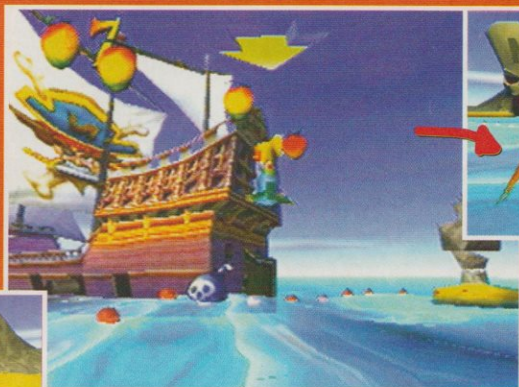
## 4 AQUATIC ANTICS AHOY!

Next to flying, the sections where you pilot a jet-ski, are the best in *Crash 3*. The dual shock pad gives your wave-hopping an added dimension – at max speed it's vibrating faster than a toad in a microwave. The jumps are brilliant – get it right and you'll do a roll in mid-air. It may not be *Wave Race 64*, but it's still top fun, if a bit short.



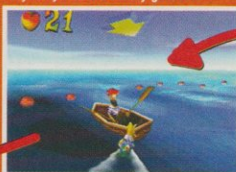
▲ Hoist the mainsail, it's the end of level warp and the fun's over all too soon.

► A stalom with a difference as these buoys are deadly bombs – careful!



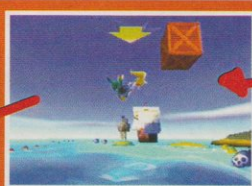
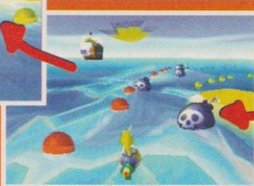
▲ Colliding with crates on your jet-ski is a good thing as it gives you apples.

◀ Dodge the thumping broadsides fired at you by N. Brio's stately galleons.



▲ Avast behind! Bump into this sailor and he'll spank you with his oar.

◀ Ya-hoooo! Hit a ramp at the right speed and you'll barrel roll in the air.



you'll need to free before you can finish the game! OK, so there are items, relics and gems to collect for a cooler ending, but *Crash 3* still seems way too short. During one day's play we'd discovered a quarter of everything it has to offer. The truth is, that the first two *Crashes* were more frustrating than really tough, and if you've played either of these then the leaping, spinning and riding gameplay is unlikely to trip you up.

Even the new sections aren't challenging enough, especially when they pop-up again later on with some different obstacles, but essentially the same type of play. By trying to include too much variety, even the more enjoyable interludes are just that – short patches of fun, in an otherwise predictable and none too challenging stream of gameplay. If we'd never played anything like it before, if the cartoony characters and whacky stunts were new to us

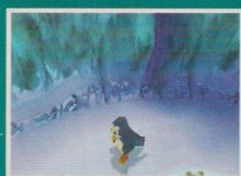
then maybe it wouldn't matter, but in a sequel to a sequel it does.

There's no denying that *Crash Bandicoot 3* is chock-full of some very nice stuff, but time has moved on since a platformer could simply wow us with animation and effects. *Oddworld: Abe's Exoddus* is less impressive but deeper and cleverer, while *Spyro* is far bigger and much more original. *Crash 3* has its moments but there aren't enough new ideas or levels to keep it going.

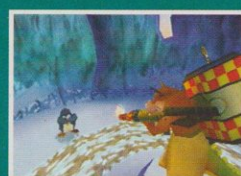


## 5 IT'LL FRIGHTEN THE PENGUINS...

This boss scares small penguins with his flame-thrower – how evil is that? Avoid his fireballs and dodge his jets of flame. Run and smack him until he explodes, repeat three times until vanquished. A small penguin fella leaps up and down on his head once you've won. Lovely.



▲ This little fella's looking for a certain Mr Attenborough, can you help?



▲ Urk! Instead, he happens upon Dingosaurus armed with a flame-thrower.



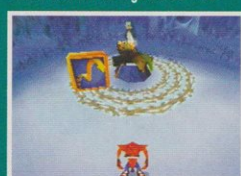
▲ In a rare bit of animal cunning Dingo shoots down icicles to make a wall.



▲ "You flame-wielding oik!" Dingo blasts at Crash through the ice wall.



▲ "Take that, you bounder!" Slap Dingo and his flame-thrower will explode.



▲ Hit his royal nastiness three times and the penguin tap-dances on his head!



## RATING THE COOL STUFF...

He may ride motorbikes and spin into boxes, but strangely his girlfriend Tawna gets to do most of the cool things, like fly planes and pilot jet-skis. Here's how we rate the different sections:



### KEY:

1 STAR = DULL!  
2 STARS = BANDY!  
3 STARS = ALRIGHT!  
4 STARS = LUBBERLY!  
5 STARS = MAR-SUPER!

DRIVING	★★★★★
TIGER RIDING	★★★★★
UNDERWATER	★★★★★
JET-SKI	★★★★★
FLYING	★★★★★
DINO RIDING	★★★★★
PLATFORMING	★★★★★

“CRASH 3 IS CHOCK-FULL OF SOME VERY NICE STUFF, BUT TIME HAS MOVED ON SINCE A PLATFORMER COULD WOW US WITH EFFECTS...”

## JUDGEMENT

### PRESENTATION

Super-slick and cartoony, but the cut-scenes between worlds are poor, considering the overall quality.

### GAMEPLAY

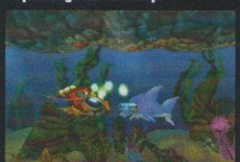
The platform sections feel tired third time around, while most of the other genre hits are too shallow.

### LIFESPAN

Give it a week. Either you'll play solidly and finish it, or be bored after world three and not bother.

### THE BEST BIT

The underwater bits are rather dull, so getting in the submersible, and torpedoing sharks is top.



### THE WORST BIT

Get submerged without your scuba gear on and your marsupial drowns within seconds. Very annoying.



Less of a pile-up than a mild shunt. The pure platform sections aren't strong enough to keep it together despite its polished appearance.

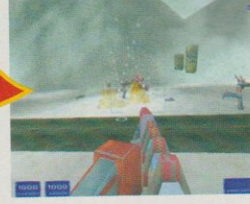


If you like this... then you ought to buy *Spyro the Dragon*. It's a more interesting slice of platformage, and just as cute.





Get ready to rumble in a robot stylee, with this peculiar mixture of *Mechs*, *Quake 2* and trippy transforming toys.



# SHOGO

## MOBILE ARMOUR DIVISION

**Wearing a suit can be cool. *Shogo: MAD* proves it by offering you a selection to choose from - each with their own changing room - and you don't even have to pay. The best thing about these suits however, is that they're each around 30 foot tall, made of metal, come with a selection of guns, and can change into vehicles.**

Sound familiar? It should do - because *Shogo: MAD* is a game that takes its main inspirations from *Transformers*

(those ropey toy 'robots in disguise' that were big in the '80's), and *MechWarrior* (the classic big robot scrapping game). Add to this a flashy, 3D engine that wouldn't look out of place powering *Quake 2* or *Unreal*, and you're left with the makings of a cult classic.

### SPEED!

It's a mixture that *could* have redefined the word 'pants'. Yet it works, thanks to the startling way Monolith have managed to blend all the elements together, while retaining the speed and action we've come to expect from first-person shooters.

The game is driven by a strong storyline and many different

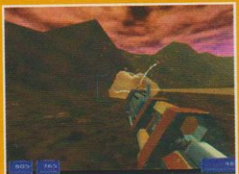
### SUITS YOU SIR!

Each of the MCA suits has the ability to change into a vehicle at the touch of a button. As a vehicle you can move much faster than a robot, although you can't fire. You are therefore left the choice of cowards - running away from the action.

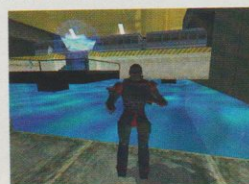
▶ The transformation 'twixt MCA and vehicle is a gloriously complex affair, a la *Transformers*.



▲ Each MCA has its own colours as well as the usual shields and mobility stats.



▲ First-person view can be eschewed in favour of a Lara-cam. We don't recommend it though.



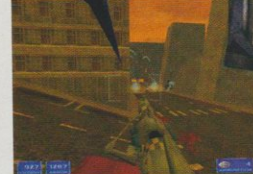
▲ The water effects aren't as pretty as *Quake 2* or *Unreal*'s. Still, fancy a dip?



▲ In-game cut scenes deliver mission objectives with full CD speech.



▲ A frantic multi-player game can turn any of the levels into a total bloodbath.



▲ The Spider fires sticky projectiles that attach themselves to your victims.

◀ The 'on-foot' missions are extremely reminiscent of the N64's *GoldenEye*. Sniper rifles, grenades and tasty pistols.

▶ The bizarrely named Bullgut is capable of taking whole buildings out in one fell swoop. Gorgeous lighting effects too.





## 2 HOW TO BE GUN-HO...

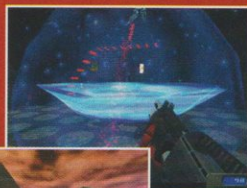
*Shogo* features weapons to die for. Use and abuse these little babies for the ultimate in destruction.



▲ The puniest of all the weapons – think of your ceremonial sword as the equivalent of *Quake*'s axe. Crud!



▲ Weapons can be found in the form of pick-ups after slaying an enemy.



▲ Don't get too close to scenery when using the explosives. They can blow up in your face.

▲ Take out tanks from as far away as possible.

► The lasers and pulse rifle are damn difficult to use at huge distances.



in a game. Even the smaller additions are super-cool; from the excellent sniper rifle to the pulse rifle and the squeaky toy (don't ask). They all come into their own sooner or later.

It's a pity to single out bits of the game though, because it's all so good. The only problem is that a week of solid play will more than likely see you finishing the game.

It's short. But then again my friends, very sweet.

## EXPLOSIONS!

But by far the most impressive aspect of *Shogo* is the sheer damage you can do to your surroundings (see box 2). Almost anything in the game can be destroyed, from crates and barrels, to shop signs and even the cars and trucks that you tower over when in your suit.

The selection of weapons are superb, and manage to be as original as they are effective. The Bullgut and Red Riot are two of the flashiest weapons ever seen

## HANDLING...

During the opening level, you're allowed to choose from four different robot suits (see box 1) – each with different properties. Some have better agility than others, letting you leap about with ease, while others have better armour. Each handle smoothly though, and the combination of

## 3 A MELANGE OF MANGA MADNESS!

The weakest element in this quite obviously bonkers, casserole of game styles, is the fact that it's all finished off with a Manga-feel. In other words, all the graphics, characters and sounds, seem like they belong in a crazed Japanese cartoon, complete with saucer-eyed females in tight skirts.

► The friendly characters you come across can all be spoken to. Just don't expect the ladies to stand there if you decide to fondle their bits.

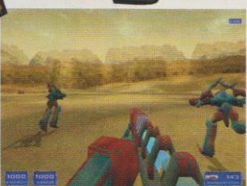
▲ *Atsumori: (Amusement) (Bursts)*  
Commander, report immediately to Dock 5. Mercenaries in waiting this.



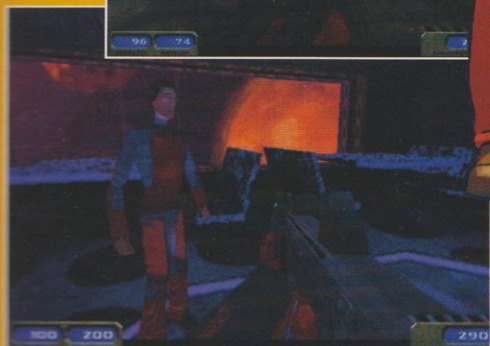
▲ Pick a suit from the showrooms, and listen to the description of each of their pros and cons.



▲ Find the corresponding hangar on the other side of the bay, and walk in...



▲ Fits like a glove. A large metal glove with lots of guns on it, that is. Along with the ability to change into a vehicle. Cool.



▲ Something that sets *Shogo* apart from most other first-person shooters is the quality of its backdrops. Stunning planets and subtle skies nearly match *Unreal*'s.

“**SHOGO: MAD TAKES ITS INSPIRATIONS FROM TRANSFORMERS – THOSE ROPEY TOY ‘ROBOTS’ IN DISGUISE’, AND MECHWARRIOR**”

## JUDGEMENT

### PRESENTATION

Brilliantly animated robots, huge buildings, and ladles of blood. Pity the style is so weird.

### GAMEPLAY

Fast and fluid 3D engine that throws the action around, although it's not as smooth as *Quake 2*

### LIFESPAN

If you're a seriously good gamer, you'll have skipped through it in less than a week.

### THE BEST BIT

The Spider weapon sticks to enemies as they run around terrified, then blows their heads off.



### THE WORST BIT

Getting stuck on bits of scenery because some of the level design is a bit bloomin' dodge.



A superb blend of *Quake 2*, *MechWarrior 2* and *Transformers* that manages to be an original first-person shooter. A complete blast!

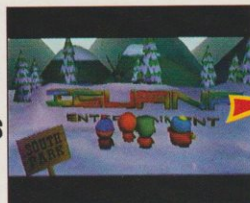


If you like this, try *Quake 2* or *Unreal* for the 3D shooting, or *MechWarrior 2*, and *Heavy Gear 2* if you're a robot man.





"Your mum's a bit @h!" And so Kyle welcomes his best mates Cartman (or fatboy to his friends) into a friendly game of *South Park*. Get ready to shoot some, er, ass...



# SOUTH PARK

*Park*, the game, is an incredible achievement. Or at least, the sheer amount of sampled speech in the game is an incredible achievement. Over 64Megs worth's been set aside. The results are spectacular. Especially in the swear-laden deathmatch.

## GAMEPLAY!

What's not so spectacular is the one-player game. See, *South Park* has the enviable pleasure of using the *Turok 2* engine but, to be honest it's hard to see how. The single-player missions are astonishingly linear – often just amounting to one long walk forward through a series of rooms – and, well, we don't ever remember *Turok 2* being like that.

Sometimes there are things to climb, or little alleyways to wander down, but they never go anywhere and, inevitably, to finish the mission you need to return to the main route. Not very 3D, eh?

## TURKEYS!

What also doesn't help much is the poor variety of enemies. Mission one is entirely comprised of millions of bloody turkeys, while mission two is manned by cows and *nothing else*. Admittedly, in mission three you get aliens, turkeys and cows, but it's not exactly Imagination Central, is it? *South Park* might have *Turok 2*'s powerful game engine, but it doesn't have its just as important creative one. Nope.

## DEATHMATCH...

To be honest, though, the one-player game was never anything more than an afterthought. This game wasn't originally called *Deathmatch South Park* for nothing, you know. And so it's left to the multi-player to salvage the game's pride and, fortunately, it's

pretty tasty stuff. Ok, so the four-player isn't quite as smooth as it should have been (our advice: use a super-accurate Nintendo controller to be on the safe side, especially when aiming), but the two-player is utterly fantastic and, once you've unlocked all the *South Park* characters (there are loads of them!), the game quickly shows its best side. What makes it, as well as the astounding amount of sampled speech (each character must have, ooooh, five or six different one-liners), is the amazingly original weaponry (see: box 2). Launching a full size cow onto an opponent's head is fabulous fun.

## VISUALS!

*South Park* just isn't all that we wanted or expected from a license with such potential, and visually it's sadly disappointing. But, it does have good points, particularly as a multi-player game, to see it through. Oh, gag #2: Cartman pelting a spaceship with his Alien Warpo Gun shouting, "I'm gonna clone you a new ass!" That tickled us.



**Gag #1: You lob a Terrence and Philip doll at an opponent, it explodes into a cloud of killer green fart gas, and Terrence bawls, "I fart on your grave!" This made us laugh. A lot.**

True enough, some of us in the GamesMaster office don't watch *South Park* religiously, but we can always appreciate a good fart joke. What we can also appreciate is that *South*



## CHRISTMAS TURKEY!

Biiiiii bosses adorn the completion of every mission and, at the end of the otherwise pretty tedious Operation Turkey, is this kilt-wearing mega-turkey. See that painted target on his arse? Well, that's where you've got to aim your toilet plungers. Problem is, it's legging it away from you and is protected by smaller turkeys at the same time. Get to it...



▲ Following an impressive, if fog-shrouded cut-scene, things go turkey...



▲ ... Your objective is to follow this clucker round...



▲ ... and try to spray him with plungers. Thing is, it's not as easy as all that...



▲ ... especially as this green-eyed meany is fast and tough. Ooof.



▲ Teddy bears being held in cryogenic suspension. Just run-of-the-mill, eh?  
▶ The old urine snowball. Unzip and, er, pee onto the snow. Then throw it fast.





## 2 COWS! CHICKENS! FARTS!

Turok 2 had the Cerebral Bore, while South Park has the Cow Launcher. Look, learn and laugh as we battle our way through the excellent two-player in search of fart gas...

### ALIEN DANCING GUN



Shoot green rays o' disco death and watch as your opponent starts jigging to old '30s tunes.

Used in the same way as you'd expect, except this one doesn't shoot bullets. Just fried eggs...

### SUPER SNIPER CHICKEN



Lock onto an opponent, then watch with glee as a cow is launched and dropped over the head!

### COW LAUNCHER



The launcher shoots toilet plungers. Which stick to you. Try to aim for the groin and/or head. We did.

### TOILET PLUNGER



### MR HANKY



Pick this Christmas turd up and then leg it about leaving a brown trail of... stuff. Ahem.

### TERRENCE AND PHILIP DOLLS

Lob these fart-tastic dolls and then rejoice as opponents die from inhalation. Grave farting.



▲ Jimbo's just about to pay a visit to Painsville, USA. Nasty snowballing incident.

▲ Aliens. Pfff. Who needs them with their secret bionic mind rays o' death?

“WHAT MAKES IT, AS WELL AS THE ASTOUNDING AMOUNT OF SAMPLED SPEECH, IS THE AMAZING ORIGINAL WEAPONRY.”

## JUDGEMENT

### PRESENTATION

There's no excuse for the fogging, but the speech is fun-packed and fruity. You, um, asshole.

### GAMEPLAY

Simplistic shooter in one-player, but imaginative in multi-player. And some ace weaponry.

### LIFESPAN

Expect the deathmatch to last you ages, whilst the single-player only a couple of days. Pity.

### THE BEST BIT

Undoubtedly, the amount of speech. Clear as a bell, it is, and there's some cracking quotables.



### THE WORST BIT

A combination of linear one-player missions and not very convincing enemies. Oh, and fog.

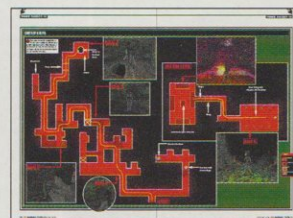


South Park has such a whistling multi-player and the developers such an obvious passion for the series – you can't help but love it.

**80%**

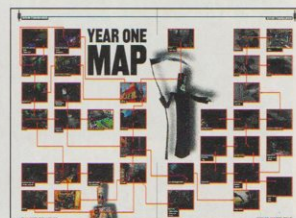
If you like this...  
Turok 2 – bigger, bolder, nastier and better-looking. Not quite as much fun in multi-player though.

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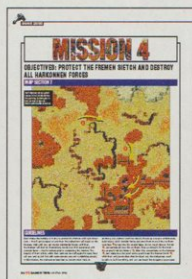
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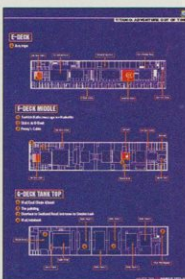
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▲ Cracking penalty by – would you have it? – Tony Adams. Keeper is nowhere.



▲ Choose your man from the throw in, or try to launch a high one into the box. Nice.

fairly tricky to begin with. Like ISS'98, you do need to get used to what does what before you can seriously challenge the CPU, which has a difficulty setting notched high-up around the 'Arsenal' level of goodness.

However, the control system – when you master it – is superb. And because the game never just lets you win, but instead tries to make things as fantastically hard as possible for you, you're forced to use every part of your footballing inventory. The result can mean some mistakes, but equally, when it all comes together, it's the most silken game of football you'll have ever seen. A most enjoyable experience.

## APPEAL!

WLS'99 falls just slightly short of being a perfect football game – if it had FIFA's eye-numbing presentation and ISS'98's management, it would be complete – but it's got enough where it counts: games flow from end to end, every trick in the book is packed into the pad. There's a healthy mixture of simple tap-ins and staggering 25-yarders, and most of all, it's dribblingly, pant-warmingly addictive, and indeed cheek-reddeningly rewarding. If you really can't be arsed with another FIFA and you've got ISS, then get some Owen in!

## 3 IT'S A BENDER!

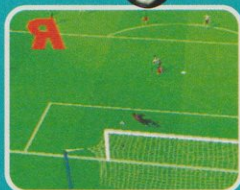
Aftertouch. It's like a whole new world of discovery and wonderment. Look, and indeed learn...

### FREE KICKS!



▲ Place the arrow just to the left or right of the goalkeeper (depending if there's a defender on the line, which you must try to avoid). Now press **○** but, just a split second after, gently push the analogue stick about halfway in either direction. Now watch it curl away!

### SHOOTING!



▲ Applying aftertouch is also vital for scoring from outside the box. Fact is, the goalies in WLS'99 won't be beaten with shots straight down their throats, so in this instance you've got to push the analogue stick all the way across to seek out the bottom corners of the goal.

## 4 MOVE AND IMPROVE

Management doesn't weigh heavy on WLS'99, but there's one handy addition; an easy-to-use team position set-up. As well as moving individual players from A to B, you can dictate how many players go in each 'third' of the field, so you can create your own unique formations.



▶ A plethora of bootful camera angles from which to observe the bootful action.

▼ Free kicks. Undoubtedly one of the harder parts of WLS'99. Try to add bend.



And I learnt this one from Paul Ince. Cheeky!

## IT'S THE GAMESMASTER BALLOMETER!

So, how does WLS'99 shape up as a whole package, then? Here's a handy quick-and-easy guide. Just look and learn...

BALL RATING	GOALS	PASSING	SHOOTING	TRICKS	DEPTH
5	4	4	4	4	4
4	4	4	4	4	4
3	4	4	4	4	4
2	4	4	4	4	4
1	4	4	4	4	4

“ TO CALL WLS'99 UNCHALLENGING WOULD BE LIKE SAYING GAZZA'S A TAD CHUBBY. IT'S WRONGER THAN ALEX FERGUSON'S FACE... ”

## JUDGEMENT

### PRESENTATION

Hi-res visuals believe it or not, but not as good as it sounds. Brilliant commentary mind.

### GAMEPLAY

Perfection itself. A pacy brand of Total Football that's sadly lacking in other footie games.

### LIFESPAN

Super-hard but generous and rewarding. The more you play, the more you discover.

### THE BEST BIT

The sheer amount of different moves, and the way that they fit so snugly into gameplay. Yup.



### THE WORST BIT

The way the game looks. Some decidedly dodgy animation. Erk!



Still not quite as good as ISS'98, but the PlayStation's closest contender yet. An arse-whopping marriage of dazzling moves and special goals.

**90%**

If you like this...  
...you're obviously a bit of a footie connoisseur. So, you'd adore ISS'98, the best football game EVER!

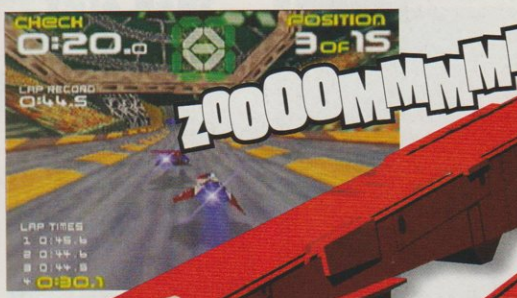




They said it couldn't possibly be done on the N64 without losing the soundtrack that made the game so enviably cool. Gather round oh ye of wavering faith!



# WIPEOUT 64



**When the original Wipeout appeared as one of the first games to really show off the potential of the PlayStation, it was greeted with universal acclaim.**

There was nothing else that came close to matching its solid graphics and terrifying speed, and the big name soundtrack helped create the Wipeout brand-image, as the trendiest game ever made. But given the fact that *F-Zero X* is the most perfect future racer in the world, and the lack of space

▲ The blue light trails are straight out of *Wipeout 2097*. This game is kind of like a mixture of the best bits from *Wipeouts* of old, and it's the fastest one yet. By miles.

on a cartridge to contain a soundtrack that was so good it actually made it into the album charts on its own, can Psygnosis possibly give the game the same 'must have' appeal with this belated N64 conversion?

## PULLIN' POWER!

The answer, to be perfectly honest, is no. *Wipeout 64* probably won't grab people in the same way as the original did, but it's still a very good game. In terms of structure, gameplay, tactics and handling, it's very much like the superior sequel, *Wipeout 2097*. It even looks almost identical to the PlayStation versions, which is no bad thing. For the few people out there who've never played the original, the action is a mixture of combat (using the power-up icons you'll find on the track every five



seconds or so), and high-speed racing, which requires incredible precision and patience to master.

## PAGE!

And this is the fastest, smoothest *Wipeout* ever. When you get good enough to manage a clean run round a track, hitting every blue turbo booster on the way, the game matches *F-Zero X* for sheer pace. And it never slows down, drops frames, or gets the slightest, weeniest bit jerky.

## CHALLENGE THIS!

Challenge mode grades you in one of three levels of mastery, according to your skill with time trials, weapons, or straight racing. Winning a bronze medal in each one shouldn't take too long, but if you're going for gold prepare for a long, long haul. Get practising!

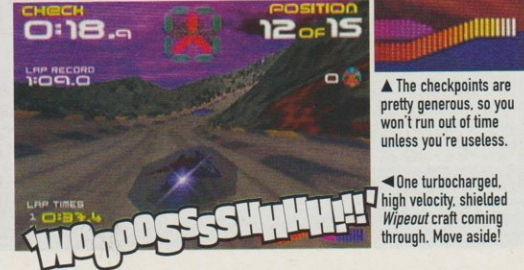


▲ Kill as many opponents as you can. Cool.

► Well that's just tight. Third place would have been enough to earn a nice bronze award. We wuz robbed!



▲ The info screen tells you what you've got to do, and what tools you've got to do it with. ◀ When the autopilot disengages, you'll look like a right chimp.



▲ The checkpoints are pretty generous, so you won't run out of time unless you're useless.

◀ One turbocharged, high velocity, shielded *Wipeout* craft coming through. Move aside!



## 2 FOUR SCORE!

For the first time ever you can play *Wipeout* against three of your mates, with all the usual weapons, vehicles and tracks. Be warned though – you really do need a huge telly, as the borders mean you'll have a playing area the size of a postage stamp on your bedroom portable.



▲ You get to choose from all the craft and tracks you've managed to find.

▲ Imagine this on a 14 inch telly... This picture is ACTUAL SIZE, y'know!



▲ Get it on a big sharp screen though, and it's great fun. The weapons ensure that the races are always closely fought.

The 'cars' float over the track surface, and you can angle the nose to rise over bumps and soar across gaps. The N64's analogue stick is the perfect controller for making subtle adjustments – after a few minutes' play you'll wonder how anyone could play *Wipeout* using a standard digital pad.

## HANDLING!

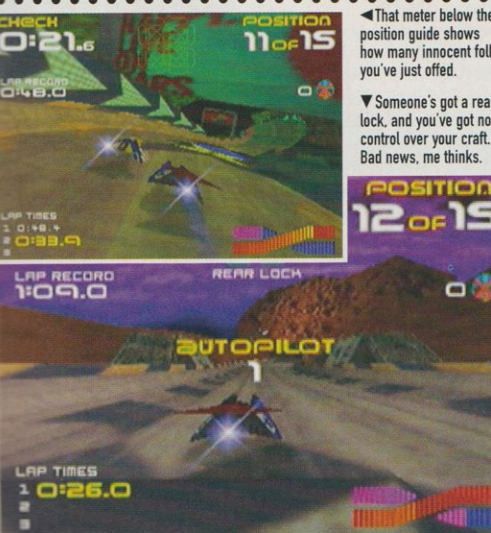
The game handles better than it ever did, but hasn't advanced much in terms of visual appeal. Compared to other N64 games there's masses of pop-up, and you're always aware that the

trackside detail is being drawn in a couple of hundred metres ahead. It's annoying, but makes a change from fogging.

The most important thing, if you're going to splash £40 on the game, is that it'll last you ages. It's a bit short of tracks (seven) and craft (five), but the Time Trial mode is excellent, the Challenge mode'll take some beating, and you can race a league against three human opponents. And the Propellerheads are still on the soundtrack. Niiiice.

► That meter below the position guide shows how many innocent folks you've just offed.

▼ Someone's got a rear lock, and you've got no control over your craft. Bad news, me thinks.



## 3 WIPEOUT'LL MAKE YA... JUMP!

Jumping (and landing) are essential skills to master. Every time you come to a gap in the course, or even a big hump in the road, you'll have to take off and control your flight, using up and down on the stick to get the softest landing. The analogue control works beautifully here.



▲ The game will guide you towards the road, so you don't crash and burn.



▲ Tilt the analogue stick back – gently – and you'll fly with the greatest of ease.



▲ Dip the stick forwards and you'll pick up speed. Watch that landing though.



▲ If the autopilot cuts out in mid air, you're history. Outta here. Toasted.



▲ The little guages in the corner are for speed and energy.

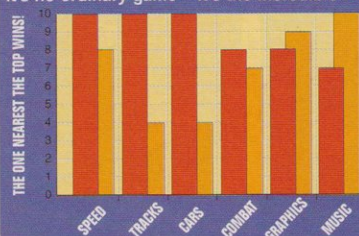


▲ Watch the little dial and make your move when it's down to the last quarter.

► Break out the quake disruptor and mess up everyone else's race.

## CHECK OUT THE COMPETITION...

There's really only one game to challenge *Wipeout 64*. But it's no ordinary game – it's the incredible *F-Zero X*.



KEY:

WIPEOUT 64  
F-ZERO

“THE GAME MATCHES F-ZERO X FOR SHEER PACE AND IT NEVER SLOWS DOWN, DROP SFRAMES OR GETS THE SLIGHTEST BIT JERKY”

## JUDGEMENT

### PRESENTATION

Almost as fast and smooth as *F-Zero X*, with much more detail. Great CD-quality music. Sorted.

### GAMEPLAY

It's closer to *Wipeout 2097* than the original, and gets close to the perfect balance of *F-Zero X*.

### LIFESPAN

Sooooo difficult. You'll probably tear your hair out long before you complete the one-player game.

### THE BEST BIT

Hitting top speed and just floating through the air at a positively pant-browning rate of knots.



### THE WORST BIT

Failing to make it round a corner and losing all that precious speed on the track walls.



It's still the best version of *Wipeout* ever. Four players, hugely difficult, superb soundtrack, and outrageous speed. Buy it!

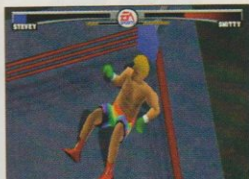
# 86%

If you like this...  
Then you'll probably want to give *Extreme G2* a go (similar), *SCARS* (different), or *F-Zero X* (better).





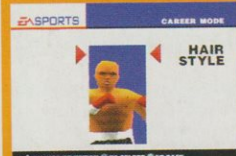
The ring is no place for punch-shy fops. It's mans stuff when you mess with the *Knockout Kings*.



▲ This WILL happen. Sooner or later you will receive too much leathery fist. Sorry.

## COAX YOUR OWN CLUBBER

Manufacturing your own pummeler is almost a game in its own right. Tash, bald, tubby, slender, it's up to you. Pit yours against a mate's and vindictive comic violence will occur.



▲ Give it a bit of the Nicky Clarkes and fuff about with barnets for laughs.



▲ The result – a killing machine who uses Fructus and other fruity 'poo's.



▲ Ah, the bestial sight of two big fellas hitting each other in the biscuits. Low blows lose points though.

▶ Hensley's facial guard is up. A body shot is called for. Keep it legal though.



# KNOCKOUT KINGS



As the ping-pow-schlap of the leatherette mitten distorts your once appealing visage yet again, your position becomes painfully clear.

This is boxing. The league of gentlemen. You are bang in the centre. And it's not going well.

## INTELLIGENCE!

Such is the remit of *Knockout Kings*. Punch the other guy more than you, get landed on in the chops, and victory is assured. Simple... one would think. But thoughts of run 'o' the mill beat-em-ups should be banished. Aside from the obvious fisting, the tactics inherent to this 'noble art' have been captured in this cartoon version. As a consequence, players hoping to leave their brains in neutral are in for an altogether brief lesson in pain.

The key to tussling, are the power meters. One registers health – get popped and it withers. The other displays strength. Lay in with unmoderated fury, and recourse to anything other than a

limp slap is on the cards. It's about duckin', weavin', bobb'n' and guardin', with the occasional trip outside your fleshy battlements, to puff up your opponent's nose.

## OPTIONS!

Offered up in this thinking man's thumper, is a simple Slugfest – no rules, three rounds, and blather fists on your foe's bonce or die – and an Exhibition mode incorporating a full ten rounds of weary plodding 'n' prodding. Here one finds a library of 'real' pugilists. 'Marvellous' Marvin Hagler, Holyfield, Sugar Ray – needless to say recreation of legendary bouts is up for grabs. Perhaps most enjoyable is the Career mode. This allows the creation (within set parameters) of your own human punchbag. Physique, gloves, height, face, shorts and the all important hilarity of hair cut, are all there to be messed with. And once you predictably have the fattest, tallest, Afroed git, in the daftest trunks possible, it's off to have your nose broken as you go up against increasingly hard as nails dudes. The finale's a mano a



▲ Replay your best physical assaults and watch in detail as nose becomes slop.

mano with Mohammed Ali in Madison Square Gardens. It's terrifically heady stuff.

## GRAPHICS...

Visually it's a pleasure. Multitudinous camera angles to play with, simple, but stylish, fighters, a bow-tied ref and a foxtress in a bikini between rounds. Play-wise it's also well up there. Intuitive commands, speedy response – it really is that good. Downers? It's fiercely hard and the spectators are among the worst ever to grace a PlayStation. Still, no matter, the action ain't at ringside, it's on your boxer's face if you don't duck. Let us not, as they say, get it on.



▲ Tasteful trunkery is a vital part of any sluggers title bid – big with the girls too.

## JUDGEMENT PRESENTATION

Smashing. Well-shaded fighters, spot-on animation and the all-amusing make your own champion.

## GAMEPLAY

Perhaps a little slow for Tekken heads, but spot-on for the more brained up bruiser. Loads of depth.

## LIFESPAN

Majority tough in places. The ropes can be the loneliest place on earth. Months of pounding.

## THE BEST BIT

When the opposition has had a little to much canvas pie, and you are clearly King Gloves.



## THE WORST BIT

The clarity of the board girl. One is for example, unable to make out individual hairs. Most frustrating.



A gentlemanly pursuit, competently shoe horned into a PlayStation. The alternative to actual fighting, so you get to keep those pretty boy looks.

# 70%

If you like this... punch drunk fans might wish to scrap *Victory Boxing 2* or go with the *Tekken*s or *Rival School*.

## 2 FISTICUFFS AT DAWN...

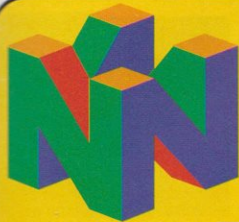
Violence as art? Blatherin' and bruising will be your reward. Master the basics and remember, one cannot slap what one cannot see. Keep your head down and your lips should hopefully remain intact.



▲ Top – A body punch to the gibles. Bott – Upper cut to the whiskers.

▲ Top – Vital: cover ya guts or risk a winding. Bott – A right to the cheeks.





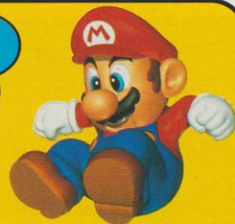
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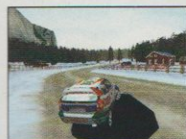
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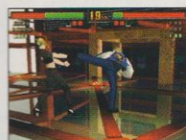
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Reviewer



Dave Woods

Journey to the land where dinosaurs roam free and... erm, on second thoughts, don't bother.



▲ This is the big boy. The Rex is mean, but still not overly impressive



# TRESPASSER



Whenever we smell a game that's released on the back of a big film we have to cover our noses and get some fresh air. *Trespasser* promised to be different because a) it wasn't going to trade on the *Lost World* name, and

b) it was going to blow old 3D shooters like *Quake* and *Half Life* out of the water. Yeah right.

## CONTROLS...

The big problem is that *Trespasser* uses a new engine, which promises a realistic environment, where you interact with objects as you would in the real world. And how? Well it's simple: with a disembodied and completely useless right arm, that's impossible to control with any degree of accuracy. You've got to use your arm to pick up weapons (fairly easy), fire them accurately (hard), and place objects to get through puzzles (downright impossible – see box 2), this is a big problem. Even if the rest of the game was perfect, this ruins it. But it's not, because as if the arm wasn't bad enough, the game plays at a speed that's just slightly slower than a crawl – you know you're in for a tedious ride when the run is slower than *Quake*'s walk. The graphics are also pretty shoddy, and a direct consequence of making the levels huge and filling them with hard-to-render vegetation (see box 1).

## REALISM...

But we're not finished because this funny idea that *Trespasser* is realistic is a lie. When you see a dinosaur and you've got a weapon



would you: a) brush against a rock, drop your weapon and wave your hand feebly at the dinosaur, or b) shoot it full of holes? And how about this end of level teaser: you're on a monorail and there's a gap to jump. If you fall you die. If you make the jump you're forced to 'fall' off the end to finish the level... and you don't die.

This is the recurring theme. DreamWorks keeps bleating on about pumping realism into a genre gone stale, but it's ended up with a backward-looking virtual reality environment that plays like a stroll in the country. We've got nothing against originality and we know that *Trespasser* isn't without redeeming factors. If you're happy wandering about doing not very much, taking in the scenery and doing a spot of dinosaur watching, it's actually quite enjoyable. It's also hugely ambitious and definitely a nod forward to games of the future. It's just come about five years early.

◀ There are seven different types of dinosaur, but you spend most of the game fighting off the raptors.

## JUDGEMENT

### PRESENTATION

Since when was ambition enough? Low resolution backdrops sharpen up as you move towards them.

### GAMEPLAY

It's a bit like one of those dreams when you're trying to run away, but your feet are caught in treacle.

### LIFESPAN

You won't get to the end. We guarantee it. But if you try, it's going to take you a long, long time.

### THE BEST BIT

When you see the two huge brachiosaurs in the valley. They're only interested in vegetables though.



### THE WORST BIT

Meeting a dinosaur, brushing against a rock, dropping your weapon and getting eaten.



DreamWorks have tried to make *Trespasser* a success – it just hasn't worked, and with today's hardware it never could.

# 54%

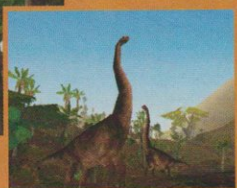
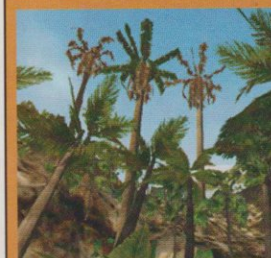
If you like this...

Come on... there are loads of great 3D games like *Sin* and *Half-Life* just screaming to be played and enjoyed.

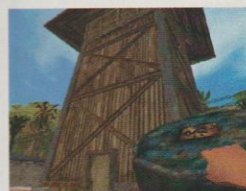
## WHAT'S THE POINT IN THAT THEN?

*Trespasser* doesn't look good and it doesn't play well either. The levels are filled with vegetation that's particularly hard to render, and if you've got anything less than a P266 with 64Mb RAM and two Voodoo 2s you might as well

forget it. Our point is, why bother? If PCs aren't up to it, wait until they are. Don't create an unplayable game.



▲ This is where the game really does start to flex its graphical muscles.



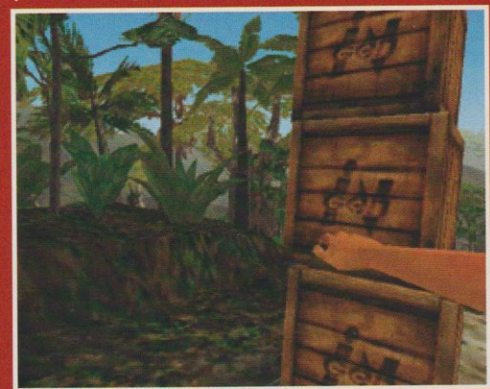
▲ The levels are the most impressive bit, packed with tourist attractions.



▲ Look! you can pick things up and put them down again... smart!

## 2 ARMFUL

It's the thinking man's 3D shooter, so expect lots of little problems to solve. You need to use the dreaded right-hand to solve most of these, making it impossible to execute the right moves until you've practised your wrist action. This is the first and easiest – push or bump into the crates and they fall and let you pass over the gap. Just pray they land in the right place.



▲ Here's the extended, disembodied arm in all its glory. It's almost worth buying the game solely for the purpose of having a good old chuckle at it...



**Can you get four games out of an idea based on shooting coloured bubbles at other coloured bubbles?**



**Steve Bradley**



# BUST-A-MOVE 4

**Those who've been knocking about the PlayStation for a while now, may be a bit confused about the Bust-A-Move games. We blimmin' are.**

This is the third (but called '4') in a PlayStation series that began with *Bust-A-Move 2* (although there was *Puzzle Bobble 2* – oh, darn it!). So what on Jupiter happened to the first one? All correspondence care of Arthur C Clarke, abroad somewhere.

## GAMEPLAY

Taito has built up quite a cult around our penchant for bubble-popping tomfoolery, but you wonder how much mileage there is in repeating what is essentially, the same one-trick pony – albeit with one or two additions to its stable. Once again friends, the premise is simple: you fire bubbles at other bubbles. If you match three of the same colour, they pop. Disappear. And it is your avowed intention to rid your screen of coloured bubbles.

## HIT!

Should you fail to match bubbles of the same denomination, then nothing pops, the screen fills and you're on your way back to the dugout.

If you haven't seen any of the *Bust-A-Move* games then be warned. Sickeningly cute they may be, but they're horrendously addictive, nonetheless. Doyen of Taito Bub returns, and there's a selection of new characters to giggle along with, in a childish manner, naturally. And you will. Oh yes. One of them is a baby wearing frog pyjamas, another is a totem pole. Not that there's any role-playing involved, for all fire coloured bubbles, and have no mind for anything else.

## WHAT'S NEW!

The main difference in this version is the increase in the number of challenges for the solo move buster. Now you get to race through a Puzzle section, which features variations on the standard

theme. In one game, there's a pulley system which balances bubbles on either side of the screen. You have to eliminate all the bubbles without one side bottoming out – not easy when you have to match groups of three. However, the game really comes to life with two players – as anyone who's had a pop at the other versions knows.

But here's the thing. If you've got *Bust-A-Move 2* or *3*, then, unless you're obsessed there's no reason to add this to your collection. Great stuff, but don't expect a whole new ball game.

◀ Experienced *Bust-A-Movers* use the side walls to bounce bubbles into seemingly impossible corners. It's a bit like squash, only with bubbles. Honest.

## JUDGEMENT

### PRESENTATION

No flashy rendered intro sequence, here. You get coloured bubbles. Lots of 'em.

### GAMEPLAY

Thankfully, Taito have an, 'if ain't broke don't fix it' policy with *Bust-A-Move*. Delightfully simple.

### LIFESPAN

Just about infinite with two players. But even in solo mode, you'll need the odd 'quick fix'.

### THE BEST BIT

Splattering loads of bubbles which in turn, fills up your opponents screen with extra bubbles.

### THE WORST BIT

The constant, annoying little loading delays between EVERY SINGLE MENU.



As great as *Bust-A-Move 4* is, it doesn't offer a new reason for blowing bubbles, unless you're devoid of friends. But it's still great.

# 84%

If you like this... Seek out the older PlayStation versions which you might be able to pick up cheaply.

## 1 MEASURE OF SUCCESS!

As well as accessing the rather simplistic storylines, you can get a view on how to use the pulley system in the one-player game. But don't put all your bubbles in one basket.



▲ Can you balance the bubbles while simultaneously popping 'em?



▲ As soon as you fire a bubble, the whole thing shifts to one side...



▲ ... and before you know it, the whole darn thing's gotten daft.



▲ Beginners can use a dotted aiming line while they learn the best firing angles.



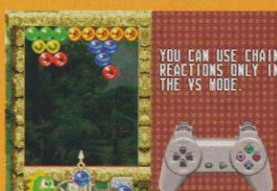
▲ Occasionally, you can rend bubbles asunder when clusters gather!



▲ *Bust-A-Move* really comes to life when two pit their wits against each other.

## 2 CHAIN REACTION...

You can pull off some really sneaky 'chain reaction' manoeuvres by matching bubbles. This can send a washing up bowl of bubbles into next door – and leave your opponent fuming.



WHEN THE COLORS ARE RECYCLED DUE TO 2 OF THE SAME COLOR

▲ The game's characters each have specific bubble combinations which can produce a 'chain reaction'. Watch the bubbles fly...

◀ These combinations can drive opponents to distraction in two-player battles.



FORMAT REVIEWED: PLAYSTATION • PRICE: £39.99 • OUT: NOW

## SMALL SOLDIERS

No you CAN'T be the rock-hard Chip Hazard voiced by Tommy Lee Jones. Instead you are Archer, pledged to free the Gorgonites from the evil Elite.

There are a number of games coming-up that hope to cross *Tomb Raider* with *Doom*, and this is the first to arrive. Initially everything is present and correct, with smoothly drawn rooms and different weapons power-ups. However, the dreary, enclosed environments soon get tedious, and with similar tasks

▲ In their own world these soldiers are life-size and quite a handful.

It does have a split-screen two player, in which Chip and Archer duke it out, but this can't make up for a game that's too derivative, if competently put together. Playable but too simplistic to present a real challenge.

JUDGEMENT

Wants to be the ultimate in platform shooter, but hasn't got the guts. Better wait for *Akuji the Heartless* and *Soul Heaver*.

69%

FORMAT REVIEWED: PLAYSTATION • PRICE: £39.99 • OUT: NOW

## STREAK

If you thought boarding was confined to the piste, then think again. *Streak* is boarding futuristic style, with hovering planks and rugged terrain.

A lot of the appeal of this kind of game rests in the handling of the boards and sadly, *Streak* doesn't get it quite right. Digital control is too sluggish, and analogue is far too wild and twitchy, ruining the rhythmic feel that is the

hallmark of games like *Cool Boarders 2*.

There are some great tracks, the Amazon one being especially fine. But *Streak* feels unfinished, lacking in polish and finesse in almost every department.

One thing you have to admit though, is that *Streak* is very fast. But speed without control or quality courses, counts for nowt.

◀ Fast but difficult to control, that's *Streak*. The handling leaves a lot to be desired, unfortunately.

JUDGEMENT

Faster than a speeding bullet but clumsier than an airborne cow. Has fun moments, but isn't slick or polished enough to make us froth.

71%

FORMAT REVIEWED: PLAYSTATION • PRICE: £39.99 • OUT: NOW

## COLONY WARS VENGEANCE



▲ The first *Colony Wars* looked great, but was badly structured.



▲ Fail and things will get tougher in the next mission. Nasty!



▲ See the universe and blow it up. An offer you can't refuse.

You'd think that someone would have produced a decent space blaster before now, but *Vengeance* is the first game to give the final frontier the looks AND the gameplay it deserves.

The roles are reversed from the original, so that now you are The Navy fighting against League 'terrorists'. This change in perspective gives the plot an enjoyably, evil twist, and with a much clearer mission structure your on-going campaign runs as smooth as silk.

As in the first game, the action is gob-smackingly gorgeous, with huge jump ships exploding against a velvet backdrop of stars. This time round you do more than simply blast too, as you have to mine asteroids, defend

planetary bases and figure out how to destroy massive installations.

This is a very tough game whose vast scope will put off part-timers, but true game-heads will love it to death.

JUDGEMENT

Finally, a space shoot-em-up that manages to sustain that *Star Wars/Babylon 5* atmosphere, mission after mission. Pretty and very clever.

85%

FORMAT REVIEWED: PC • PRICE: £39.99 • OUT: NOW

## KING'S QUEST: MASK OF ETERNITY

"Zounds!" exclaims Connor, the hero of *King's Quest: Mask Of Eternity*. And as well he might. All his mates have been turned to stone and undead beasts are picknicking in his yard.

Normally we don't condone the wearing of pointy-hats, but in *King's Quest's* case we'll make an exception, due to its involved and atmospheric gameplay.

Rather than giving you buckets of swords and spells from the word go, *King's Quest* leaves you deliberately vulnerable, so that even low grade zombies can take you out. This makes for a very tense start to the game.

It's only when you find your dagger and some armour that combat becomes a tad safer.

A cunning mix of fighting, exploration and platformage. We recommended you try out this top quality, fantasy tosh.

► Early on you have to fight enemies with your fists! Come on then!

JUDGEMENT

The plot may be silly and the acting pants, but this is genuinely spooky stuff that will draw you into its gloomy, orc-laden levels.

87%

## PREVIOUSLY IN Games Master

grab you, then how about looking back to some of the great games we've reviewed over the last few months. If you want to get your hands on these issues, take a butchers at page 119...

Still trying to make up your mind what game you should buy next? If the goods on offer in this issue don't



FIFA '99	PSX/PC	93%	CARNAGEDODD 2	PC	80%
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POPULOUS THE BEGINNING	PC	90%	VICTORY BOXING	PSX	80%



FORMAT REVIEWED: PLAYSTATION • PRICE: £39.99 • OUT: NOW

# TEST DRIVE 4x4

Whoever combined off-roading with the Dual Shock pad was a sad and twisted individual.

Imagine it, every time you hit a hump or a bump VRRRRRR! The thing shakes worse than a bee-hive down your pants, and this is going to happen lots as the tracks are almost entirely made out of humps and bumps. It used to be that this kind of jumping and crashing was all you could hope for from an off-road sim, but we thought Colin McRae had changed all of that. Obviously not.

Balancing trucks against cars always causes problems, and here the range is very odd with the Chenworth 2 buggy obviously a winner in every department.

This is actually pretty disappointing,



EA haven't learnt that the handling needs to be spot-on for off-roading.

considering the high standard of the rest of the *Test Drive* series. Poor handling, ragged graphics and narrow, awkward tracks, mean this isn't fit to lick *Test Drive 4's* tyre treads. Go back to playing *Colin McRae* on Time Trial.

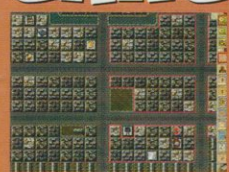
An attempt to cash-in on *Test Drive's* good name that falls well short of the mark. This is how off-roading used to be... rubbish.

JUDGEMENT

42%

FORMAT REVIEWED: PC • PRICE: £29.99 • OUT: NOW

# GANGSTERS



Talk about one of the scariest games yet. Not because of any on-screen shock sequences, but just because *Gangsters* has one of the toughest and most intimidating start-ups to any game we've seen.

Get your head around the manual though, and you'll soon start to make your first novice steps into the world of mob rule. Bump off people you don't like, bully business owners into paying you and take over the city. Now that's what we call a job. Only problem is, there are other gangs trying to do the same to you. *Gangsters* is one of those games that you have to play for a hell of a long time before you start to see the real good stuff in it. Persevere, and you get one of the better strategy games of the year, but be warned, a life of crime isn't an easy thing to sustain. Graphically pleasing and a tough cookie, gameplay-wise. Altogether jolly good stuff.

Build up your town, and send in a few local undesirables to make your opponent's life awkward.

JUDGEMENT

Horrendously difficult at first, but get immersed in the criminal underworld and you'll find this has loads to offer. Stick with it.

86%

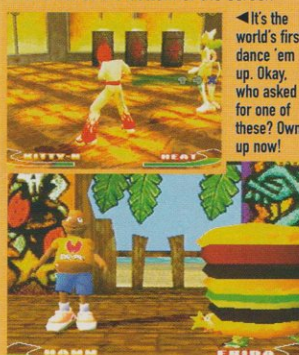
FORMAT REVIEWED: PLAYSTATION • PRICE: £34.99 • OUT: NOW

# BUST A GROOVE

Choose a character and groove your way to dance heaven baby, by bashing buttons in time to the music!

It's not unlike *Parappa*, although the gameplay is closer to yer traditional beat-em-up, even down to having special 'attack moves' and blocks. Each level has a 'dance off' between two characters, with a bar at the bottom of the screen

It's the world's first dance 'em up. Okay, who asked for one of these? Own up now!



Re-live the days of disco by wearing flares made out of several hot air balloons. Tasteful.

indicating how well each is dancing. If you've boogied-on-down better than your opponent by the end of each song, you'll progress to the next stage (there are 12 in all). A two-player option allows for head-to-head 'booty-shakin' antics.

Unless your sense of rhythm is useless, you'll quickly complete it. It's a clever and original idea, but far too easy.

JUDGEMENT

What could have been a tidy little game, full of imaginative (and silly) ideas, is let down by having such a disappointingly limited lifespan.

69%

FORMAT REVIEWED: PLAYSTATION • PRICE: £44.99 • OUT: NOW

# PSYBADEK

*Psybadek* appears to have a lot to offer - it looks like a mad cross between *Cool Boarders* and a cutesy platformer. Tearing round the place on futuristic, hovering snowboards certainly sounds like a laff.

Choose one of two characters (a boy or, erm, a girl), race through four different game zones (each with multiple levels), avoid the obstacles and save your buds along the way.

There are some nice ideas here, but they just don't work. For starters, you don't feel entirely in control of the 'dek' - it slips and slides all over the shop. The gameplay is simplistic and the graphics, while colourful, aren't exactly pushing the PlayStation to the limits of its capabilities. Most of the levels seem to consist of speeding down slopes and collecting stuff along the way. Only thing is there's not

really very much to hold your attention. At least *Psybadek* tries to do something a bit different. Unfortunately, it doesn't quite manage to pull it off.



Swap 'Deks' for 'Boards' and then hover about on futuristic tracks. Then again, don't bother.

JUDGEMENT

Some clever ideas are scuppered by tricky controls and frustrating gameplay. If it's boarding action you're after go for *Cool Boarders 3*.

59%



TURK 2	N64	93%
FI '98	PSX	68%
DUKE 2000	PC	78%
SHOGUN VALLEY	N64	91%
SPYGLASS THE DRAGON	PSX	84%
MAGIC & MAYHEM	PC	77%
QUADWORLD: ARE'S EXODUS	PSX	84%
GLOVER	N64	80%
H.E.D.Z	PC	72%
BOMBERMAN HERO	N64	69%
AMUSIC	PSX	90%

NEED FOR SPEED 3	PC	82%
LEGEND	PSX	41%
TIGER WOODS '98: PGA TOUR	PC	74%
MOTO RACER 2	PC	61%
WURRY	PSX	69%
FA FOOTBALL MANAGER	PC	77%
NBA LIVE '99	PC	58%
BLAZE 'N' BLADE	PSX	71%



DUKE NUKEM TIME TO KILL	PSX	77%
FF WORLD GRAND PRIX	N64	92%
POCKET FIGHTER	PSX	88%
THE FIFTH ELEMENT	PSX	58%
TROOP! SNOWBOARDING	N64	87%
MEDIEVAL	PC	82%
KLINGON HONOR GUARD	PC	82%
ASSAULT	PSX	65%
TENCHU: STEALTH ASSASSIN	PSX	79%
AZURE DREAMS	PSX	68%
NINJA	PSX	55%

BABY UNIVERSE	PSX	15%
RAINBOW 6	PC	80%
PET IN TV	PSX	40%
FUTURE COP LAND	PSX	72%
MADDEN NFL '99	PSX	83%
BIG FREAKS	PSX	70%
COLIN MCRAE RALLY	PC	84%
R-TYPES	PSX	82%
ACTUA TENNIS	PSX	60%



FORMAT REVIEWED: PLAYSTATION • PRICE: £39.99 • OUT: NOW

## ALL STAR TENNIS '99

**Novotna, Martinez, Chang and Krajicek. Yes they're all stars but they're not exactly Sampras, Henman or Kingis.**

*All Star Tennis '99* gives you a decent thwack of racquet on ball but, like its stars, it's hardly inspirational on-court. This is tennis by numbers, draw your opponent wide, and then attempt a cross-court. The button response time is none too quick either so creating top volleys or dainty drop-shots is tricky.

It does try and liven things up by adding a Bomb Tennis mode where the players serve, er, bombs and a *Smash*



▲ Yes you too can be Mikey Chang or 'Mad' El Conchita Martinez...



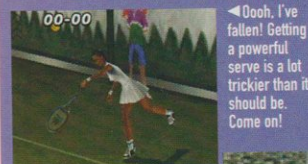
Tennis mode that adds in supa-dupa shots, but on the whole we'd much rather be playing the real thing and not this rather poor imitation.

Technically well-grounded, *All Star Tennis* lacks charisma and atmosphere.

A solid performer but one that doesn't have the heavy-hitting power of *Sampras*, or the flair of *Smash*. No star very much.

JUDGEMENT

68%



◀ Oooh, I've fallen! Getting a powerful serve is a lot trickier than it should be. Come on!



FORMAT REVIEWED: PLAYSTATION • PRICE: £39.99 • OUT: NOW

## O.D.T.



**The people who make games are in the habit of cloning a fave title, then adding in a different flavoured twist.**

*ODT* is *Tomb Raider* cross-bred with an RPG. Unfortunately the result is more mongrel than miracle game.

The problem is that the two genres require very different things. Action games must be quick to respond with pin-point controls and a realistic environment. RPGs on the other hand, must have huge levels and bulge with depth and plot. Let's face it, even the



▲ Dodge between crates if the rubbishy controls will let you. Too much like hard work if you ask us.

mighty *Zelda* struggles to meet both of these commitments occasionally.

It's forgivable that *ODT* is no *Zelda*, but it's not so easy to understand why the action is so bad (bad re-draw, bad controls, bad aiming), and the RPG element so very limited.

► Congrats, you have some flame ammo. Handy in the dark then.



JUDGEMENT

An awful graphic engine combines with poor controls to spoil the action, while the RPG bits are really just a weapons select. Dross.

42%



▲ Hang on a minute, that's not my shadow! Sadly this is about as tense as *ODT* ever gets. Cack!

FORMAT REVIEWED: PC • PRICE: £39.99 • OUT: NOW

## POWERSLIDE



▲ All about slidage. Stick your back-end out and let it go!

**Most PC racers have all the handling characteristics of a supermarket trolley. *Powerslide* makes a refreshing change.**

This is a game where at least the handling has been seriously, thought about and royally tweaked. The result? A sort of futuristic off-roader.

Thanks to the wonder of 3DFX it looks great, and although the tracks are limited at first, you'll enjoy a dusty rumble across the desert or caning it up the side of the local dam.

All credit to *Powerslide* for being so accessible with a good initial set-up, and controls that feel like they're connected to your car. Floor it, slide it, whang it, whang it. *Mad Max* mobile behaves just how it should. This gives a competent and enjoyable drive, but lacks the massive



▲ Pretend that you're Mel Gibson and chase Tina Turner round the Thunderdome. Like you do.

Lacks the depth and speed of some of its rivals but still delivers lots of action and great handling. For those after a rougher, rawer ride.

JUDGEMENT

73%



injection of excitement offered by *Need For Speed 3* or *Test Drive 5*.

◀ Shame it's all a bit brown. More colour please!

FORMAT REVIEWED: PLAYSTATION • PRICE: £29.99 • OUT: NOW

## LEMMINGS



▲ Watch them walk. Watch them dig. Watch them tumble from a great height to their deaths. Great.

**The tribbles of the games world are back, and this time they look just as flat and pixelly as before. No surprise really, as this is two classic Lemmings games in one.**

The idea of this point 'n' click puzzler, is that you must save the idiotic Lemmings from themselves and their intended and instinctive suicide mission. Click on 'blocker' Lemmings to stop them going over cliffs, use 'diggers' to tunnel through to somewhere safer - it's

basically directing and using individuals to steer the pack of hapless little fellows in the right direction. This is the key to their salvation and to your success.

It may be ancient and 2D, but there's still something reassuringly addictive about this classic format. While retro re-releases usually leave us cold, this turns out to be not a bad buy for puzzle fanatics. It just seems to be a bit of a shame that they couldn't have fitted in a few more *Lemmings* games.



JUDGEMENT

Few points for looks, and none for originality. Surprisingly this is just as stomach-churningly addictive as we remembered. Totally mad.

76%



Everyone plays videogames, and *Arcade* is the magazine for everyone. It's your one stop shop for PlayStation, Nintendo 64, PC, GameBoy, Dreamcast and more. We're going where no videogame magazine has gone before.

# The videogame magazine **Arcade**

**Future**  
PUBLISHING

## Admit it.

## You've dreamed of buying your own coin-op.

## Now it's time to stop dreaming.

How much to pay. Where to go. How to avoid getting gypped.  
All the information you need. In *Arcade* 2.

PLUS! In the second issue of *Arcade*, the new multiformat games magazine for PlayStation, Nintendo 64, PC, GameBoy and Dreamcast:

■ *South Park*: The world exclusive review of Nintendo 64's craziest game, interview with Trey Parker (it's all his fault) and an exclusive first-look at the PC version.

■ "99 for 99" – the 99 biggest games of 1999 unveiled.

■ Nell McAndrew (the official Lara Croft model) with very little on.

■ Reviewed: *The Legend of Zelda: Ocarina of Time*, *WipEout 64*, *Crash Bandicoot 3*, *Michael Owen's World League Soccer '99*, *Half-Life*, *Thief: The Dark Project*, *Grim Fandango*, *Sin*, *V-Rally 64*, *Actua Soccer 3*, *Bust-a-Move 4*, *FIFA 99*, *Asteroids*.

**Arcade 2. 180 videogame-packed pages. On sale Monday 14 December.**







# CHARTS



NEXT MONTH, DON'T MISS ENTRIES FOR TR3, TUROK 2 AND CRASH 3!

## THE UK TOP 10

NUMBER 1



### Spyro the Dragon

FORMAT PRICE: £39.99 GM VERDICT 84%  
FROM: SONY

It may be a slow starter out of the blocks when you're playing (don't worry, after level two it really picks up), but Sony's *Spyro* has blasted to the top of the charts in its first month. It may not be the *Super Mario 64* beater that Sony were hoping for, but you don't pull in a big score like this without having something a bit special on offer. An entertaining platform game that deserves to shake up the driving game dominated charts a bit.

NUMBER 2



### TOCA Touring Car

FORMAT PRICE: £19.99 GM VERDICT 90%  
FROM: CODEMASTERS

This seems to have been hanging around the charts longer than a Cliff Richard album at Christmas, although thankfully it's not as painful to play through. The sequel may be about to grab all the glory but the Platinum version of the original *TOCA* offers superb value for money - one of the best racers on the PlayStation for twenty quid. You'd be mad not to want some of that. Definitely highly recommended.

3



### Tenchu Stealth Assassins

FORMAT PRICE: £39.99 GM VERDICT 79%  
FROM: ACTIVISION

Gory exploring slasher game let down by dodgy 3D camera angles.

4



### Grand Theft Auto

FORMAT PRICE: £19.99 GM VERDICT 87%  
FROM: TAKE TWO

Steal cars, kill people and avoid the police. Have a nice day!

5



### F1 '98

FORMAT PRICE: £39.99 GM VERDICT 60%  
FROM: PETERBROSSE

F1 goes from pole position to back of the grid with this one. Rubbish.

6



### Crash Bandicoot

FORMAT PRICE: £19.99 GM VERDICT 90%  
FROM: SONY

Linear 3Dish platformer that's available at a stonking price!

7



### Tekken 3

FORMAT PRICE: £39.99 GM VERDICT 85%  
FROM: SONY

You don't expect to see the king of fighters out of the top ten do you?

8



### Premier Manager '98

FORMAT PRICE: £24.99 GM VERDICT 80%  
FROM: GREENLIM

Sell Shearer, put Owen on the bench and sack Cole - what fun!

9



### World Cup '98

FORMAT PRICE: £39.99 GM VERDICT 86%  
FROM: EA

The World Cup is over and this is still in the charts. Must be good.

10



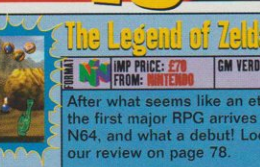
### Small Soldiers

FORMAT PRICE: £39.99 GM VERDICT 69%  
FROM: EA

*Small Soldiers*, big success. *Tomb Raider* meets *Doom*, but not great.

## Japan TOP 10

NUMBER 1

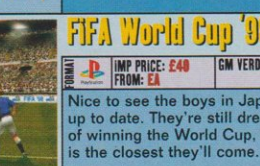


### The Legend of Zelda 64

FORMAT IMP PRICE: £70 GM VERDICT 90%  
FROM: NINTENDO

After what seems like an eternity the first major RPG arrives on the N64, and what a debut! Look at our review on page 78.

NUMBER 2



### FIFA World Cup '98

FORMAT IMP PRICE: £49 GM VERDICT 85%  
FROM: EA

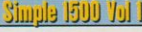
Nice to see the boys in Japan are up to date. They're still dreaming of winning the World Cup, but this is the closest they'll come.

3



### PSX Dokapon

5



### PSX Beatmania

7



### PSX Zeus Carnage Heart

9



### PSX Simple 1500 Vol I

10



### PSX MSXVSF

### PSX Vampire Savior

### GB Pocket Monsters

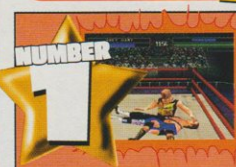
### PSX Metal Gear Solid

### PSX MSXVSF

### PSX MSXVSF

### PSX MSXVSF

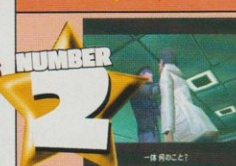
## US TOP 10



### WCW/NWO Revenge

FORMAT PRICE: £39.99 GM VERDICT 70%  
FROM: THQ

Even though you can finish the game with one move used repeatedly, the Americans are going mad over this. We didn't.



### Metal Gear Solid

FORMAT PRICE: £39.99 GM VERDICT 90%  
FROM: KONAMI

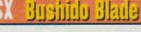
When will the UK get this? Soon, my friend, soon. The English text is in. It just needs the old PAL conversion from Konami.

3



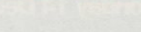
### N64 F-Zero X

5



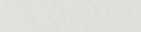
### PSX Xenogears

7



### PSX Cool Boarders 3

9



### PSX Bushido Blade 2

### PSX Tenchu

### PSX Rival Schools

### PSX Gamebreak 99

### PSX Duke Nukem: TTK

## Readers MOST WANTED



### Dreamcast

FORMAT: DREAMCAST FROM: SEGA



### Sonic Adventure

FORMAT: DREAMCAST FROM: SEGA



### PlayStation 2

FORMAT: PS2 FROM: SONY



### Silent Hill

FORMAT: PLAYSTATION FROM: KONAMI



### Perfect Dark

FORMAT: N64 FROM: GAME

6 PSX Ridge Racer 4

7 PSX Tomb Raider 4

8 PSX Resident Evil 3

9 PC Thief

10 PC Phantom Menace

## HOW TO VOTE

Send us your three gaming desires on a postcard and we'll update GM's Most Wanted each issue... Most Wanted, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW

**OBSCURE FACTS** Worldwide, Nintendo have sold 70 million Game Boys with 300 million games. SNES has sold 50 million units and 377 million games. Finally, the N64 has sold almost 20 million consoles and 88 million cartridges.





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# OUT NOW!

# SO YOU GAMES

## PLAYSTATION

So you've been given a PlayStation for Christmas, eh? Feel good about life because you've got one of the most well-supported machines out there. The great news is that, assuming you're new to PlayStation gaming, you can instantly build up a library of classics, thanks to the £20 Platinum range. We've highlighted some goodies...



### RACING: FULL-ON

If you only buy one make sure it's *Gran Turismo*, eh? **Got it for Christmas?** Then give the tough *TOCA 2* a spin in your PlayStation. After that, go mad in the face for Colin McRae Rally, *Rage Racer*, *TOCA F1 97* or the original *F1* (out now for £20). But shove your sheets in the *Gran Turismo*'s direction first.



### RACING: FUN & FRUITY

If you only buy one we'd urge you to drive like a fool in *Circuit Breakers*. **Got it for Christmas?** Why not try *Micro Machines V3*, available as part of the bargainous Platinum range...?



### SMACK-EM-DOWN

If you only buy one then get some *Tekken 3* in. **Got it for Christmas?** Not bad! Try *Soul Blade* or *Street Fighter EX+* Alpha.



### PLATFORMER

If you only buy one and you like's your action 3D, go for *Spyro the Dragon*. **Got it for Christmas?** On the 3D front, get *Crash Bandicoot 2* and *Gex 3D*. But try *Abe's Exodius* if you want your brain taxing in 2D...



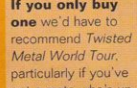
### 3D GUN-EM-UP

If you only buy one go for the big fella, *Doom*. It's the most chilling, version on any system. **Got it for Christmas?** Bet your nan was cack at it. If you've got some spare cash, get *B-Movie* - dead hard it is.



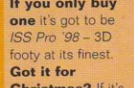
### ARCADE ACTION

If you only buy one we'd have to recommend *Twisted Metal World Tour*, particularly if you've got a mate who's up for a bit of loose cannon deathmatch-style action. **Got it for Christmas?** Bet your nan was cack at it. If you've got some spare cash, get *B-Movie* - dead hard it is.



### THE BEAUTIFUL GAME...

If you only buy one it's got to be *ISS Pro '98* - 3D footy at its finest. **Got it for Christmas?** If it's more 3D action you're after, you've got a choice between *FIFA '99* and *Michael Owen's WLS '99*. If



## NINTENDO 64

Unwrapping a large box on Christmas morning you find a Nintendo 64. We've had a bet in the office that you've got either *Super Mario 64* or *GoldenEye* with it, but where'd you got next for your hen-tur-tainment? Although the N64's weak in certain areas, you've got access to some of the best games in history. And Nintendo still innovates...



If you only buy one *F1 World Grand Prix* is your first choice.



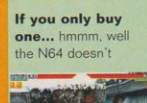
**Got it for Christmas...** or just fancy something less serious? Get some *V-Rally '99* action in.



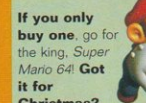
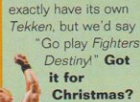
If you only buy one then go find *Mario Kart 64*. **Got it for Christmas?** Well, if you'd prefer something similar, *Diddy Kong Racing*, with its cracking single-player mode, is a winner.



Alternatively, the recently released *F-Zero X* is a cracking racer.



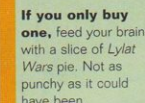
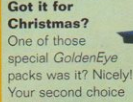
If you only buy one... hmmm, well the N64 doesn't exactly have its own *Tekken*, but we'd say "Go play *Fighters Destiny!*" **Got it for Christmas?** Well try, in order, *WWF Warzone* and the ol' *Mortal Kombat 4*.



If you only buy one go for the king, *Super Mario 64*. **Got it for Christmas?** Cheeky! For more of the same, go for *Banjo-Kazooie*.



If you only buy one you'll have heard of the mythical *GoldenEye* then? **Got it for Christmas?** One of those special *GoldenEye* packs was it? Nicely! Your second choice should be the monster cart that is *Turok 2*. Hear it roar! Alternatively, plump for *Quake* if you're a PC fan...



If you only buy one, feed your brain with a slice of *Lylat Wars* pie. Not as punchy as it could have been, admittedly, but a king of treats nonetheless. **Got it for Christmas?** Well you've already tasted the best arcade action on the N64. You're left with average stuff like *Chopper Attack* now (although that's ripe with replay value).



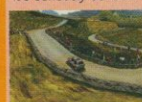
If you only buy one get *ISS '98*. Don't listen to the mags that are a bit down on it - it's gert mint. **Got it for Christmas?** Then be happy. No other N64 footy game comes close.



## PC CD ROM

He's your trusty old mate is your PC. If your family are lucky enough to get one for Christmas, games are probably not a priority right at the moment (your mum's probably still fiddling with her word processing packages). Be happy though - PC technology is being driven by game development. The back catalogue of games is huge too, and dead cheap.

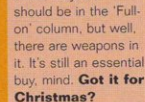
If you only buy one then it would have to be *F1GP2*. It's seriously serious.



**Got it for Christmas?** Is your dad still hogging the PC then? Jeep-us! Well when he gets bored, get hold of Colin McRae Rally, *TOCA* and/or *Motorhead*. They're the cracking on the PC racer pork.



If you only buy one go for *Wipeout 2097*. Yeah, we know, maybe it should be in the 'Full-on' column, but well, there are weapons in it. It's still an essential buy, mind. **Got it for Christmas?** Then

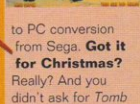


you might like to pick up a game with the title of *Buggy*, another fun and fruity PC racer.

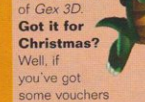
If you only buy one you've got to make it *Last Bronx*, an arcade to Saturn



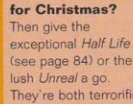
to PC conversion from Sega. **Got it for Christmas?** Really? And you didn't ask for *Tomb Raider 3*? OK, try *Virtua Fighter 2* or *Street Fighter Alpha* instead.



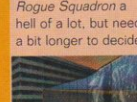
If you only buy one then you've got to get hold of *Gex 3D*. **Got it for Christmas?** Well, if you've got some vouchers aching to be spent, you could do a lot worse than flash them at another 'free 3D platformer, *Croc*, or the 'on-rails but stunningly drawn' *Pandemonium 2*. Fair enough, all the games are descended from the PlayStation, but they're schmart.



If you only buy one you must get hold of *Quake 2*. It's a classic. **Got it for Christmas?** Then give the exceptional *Half Life* (see page 84) or the lush *Unreal* a go. They're both terrific!



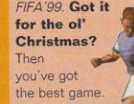
If you only buy one... tricky one this, as we've been playing *Star Wars: Rogue Squadron* a hell of a lot, but need a bit longer to decide



what mark to give it next issue. Although it's out before Christmas, wait until GamesMaster reviews it... **Got it for Christmas?** Try *Carmageddon 2*.



If you only buy one then it's got to be the latest of EA's footy updates, *FIFA 99*. **Got it for the ol' Christmas?** Then you've got the best game.





# WE JUST GOT A MACHINE?

The first time you walk into a games shop you'll be juddered by the choice on offer. So here's a no-nonsense guide to the pick of current titles. We've suggested a couple of games for each category, with a clear recommendation for the game you should really get hold of first (it's a classic!).



## OTHER SPORTS

If you only buy one we'd have to recommend the hugely entertaining *Smash Court Tennis* as a fun-packed two-



player experience. **Got it for Christmas?** Well you'll be wanting to get your hands on *Cool Boarders 2/3*.



## RPG



If you only buy one you've got to get your hands on *Final Fantasy 7*. It's become a bit of a benchmark title. **Got it for Christmas?** Well you'll be absorbed by it for a long old time. Once you finish it you could have a pop at *Alundra*, but it's hardly in FF7's league.



## ACTION ADVENTURE



If you only buy one then plump for *Tomb Raider 3*. **Got it for Christmas?** Get *Tomb Raider 2* if TR3's your first Lara Croft adventure. And don't forget to treat yourself to the spine-gurgling *Resident Evil 2*.



## POINT 'N' CLICK



If you only buy one... well, to be honest you're pretty limited here, but *Broken Sword 2* is the business. **Got it for Christmas?** Best be getting yourself a PC for the best in point and clickage...



## PUZZLER MMM..?



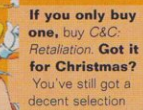
If you only buy one, we'd have to say go for *Super Puzzle Fighter 2*. It's hardcore one-on-one



action at its hardest core. **Got it for Christmas?** *Bust-A-Move 2* (£20) or *Kula World* (for single player satisfaction).



## STRATEGY HHHMMMM..?



If you only buy one, buy *C&C: Retaliation*. **Got it for Christmas?** You've still got a decent selection from which to pluck your next game: the original *C&C* (now at £20), *C&C Red Alert*, *Theme Hospital* and *Syndicate Wars*. If



you're still gagging for strategy, try *Sim City 2000* and *WarCraft 2*.



## FREAKS!



If you only buy one then get *Music* from Codemasters. You'll have to enjoy creating techno toons, but hey, who doesn't?

**Got it for Christmas?** Try the mad-up mixture that is *Die Hard Trilogy*.



What are the first games members of the team reckon you should play in 1999? They spill their muck here:



**Chris:** "I'll be making sure the ace *TOCA 2*'s the first game I play in 1999, by nicking the office copy. Get it in!"



**Les:** "It's got to be *Zelda* for N64, topped up with *Half Life* and *Commandos* for your PC. Watch out for *Metal Gear Solid* too."



**Cathy:** "With only three save games on the cart there's not enough room for me on the office *Zelda*, so I'll be getting my own!"

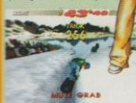


**Oliver:** "If you're into music, I'd have to say get *Music* for the PlayStation. It's a bit limited, but not enough to stop me buying it!"



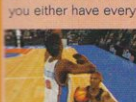
**Vicky:** "I hate to sound boring, but again, go for *Zelda* on N64. Sorry. But it's brilliant. And *Half-Life*."

If you only buy one then go for the cool *1080° Snowboarding*. It's not perfectly programmed by



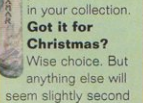
any means, but it's tasty fun. **Got it for Christmas?** If you're rather partial to, you know, Americans, get *NFL Quarterback Club '99* or *Kobe Bryant NBA*.

If you only buy one, ooooooh, then you've got to have a crack at *NBA '99*. **Got it for Christmas?** Then you either have every



other sports game or a real passion for basketball. So why not try a bit of chilly entertainment with *NHL '99*? Same EA production values, similar quality play.

If you only buy one... well, simply turn to page 78 to see which action RPG you should have in your collection. **Got it for Christmas?** Wise choice. But anything else will seem slightly second



best. Even so, try *Mystical Ninja*. It's dead, dead big.



If you only buy one we'd have to say go for the fella pictured above, *Daggerfall*. It's goddamn HUGE (at least as big as a fridge) and in 3D and everything. **Got it for Christmas?** Try finishing it before taking on the likes of *Fallout 2* or *Baldurs Gate* (you'll probably be moving on to those by Easter!)

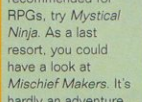
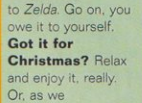


If you only buy one then *Body Harvest*'s your man. Ugly, but huge and absorbing. Like a 60-foot sponge. **Got it**



for Christmas? Then see the fine choice to the left...

If you only buy one you're very lucky, because there bain't no such thing! If adventuring's your thing, treat yourself to *Zelda*. Go on, you owe it to yourself. **Got it for Christmas?** Relax and enjoy it, really. Or, as we recommended for RPGs, try *Mystical Ninja*. As a last resort, you could have a look at *Mischief Makers*. It's hardly an adventure, but it's an underrated 2D platform romp that we like a lot.



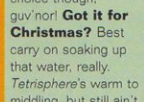
for Christmas? Then see the fine choice to the left...



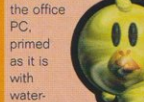
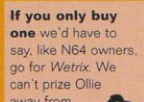
**Fandango** **Got it for Christmas?** Get *The Curse of Monkey Island* and *Sam & Max Hit the Road* next!



If you only buy one... weeeell, again the N64's a touch – just a touch, mind – weak in gamesville. *Wetrix* is an honest choice though, guv'nor! **Got it for Christmas?** Best carry on soaking up that water, really. *Tetrisphere*'s warm to midding, but still ain't great. Stick with the game that rhymes with 'ecktrix'.



If you only buy one we'd have to say, like N64 owners, go for *Wetrix*. We can't prize Ollie away from the office PC, primed as it is with water-based entertainment. **Got it for Christmas?** Then you'd best be heading in the direction of the puzzleicious *Puzzle Bobble* (a bit of an all-time classic).

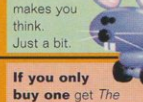


If you only buy one we'd have to say, like N64 owners, go for *Wetrix*. We can't prize Ollie away from the office PC, primed as it is with water-based entertainment. **Got it for Christmas?** Then you'd best be heading in the direction of the puzzleicious *Puzzle Bobble* (a bit of an all-time classic).

If you only buy one you'll be happy when you get *Silicon Valley* home. It might not be a true strategy game, but it's the



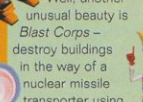
closest you're going to get on the N64. **Got it for Christmas?** Well, *Glover* makes you think. Just a bit.



If you only buy one get *The Settlers 3* (see page 86). It's the strategy game worth selling your mum for. **Got it for Christmas?** Good, isn't it? You'll be wanting more, then? Go for *Civilisation 2*, *Dungeon Keeper*, *C&C Red Alert* (ooh, classic) and the tasty *Commandos*.



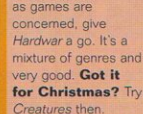
If you only buy one, best make it the dreamy *Pilotwings*. You'll float, you'll fly, you'll see Jesus' face in a rock... **Got it for Christmas?** Well, another unusual beauty is *Blast Corps* – destroy buildings in the way of a nuclear missile transporter using a variety of vehicles. It's as mad as a bleedin' bun.



If you only buy one... core blimey, guv, have you got a



choice here. Encyclopedias, flight sims, artificial life generators, word processors... As far as games are concerned, give *Hardwar* a go. It's a mixture of genres and very good. **Got it for Christmas?** Try *Creatures* then.





# GRIP CHIMP

## THE PAD-POUNDING PRIMATE'S HERE...

'Ello there, mate, how's it hanging? Good Christmas? Lubbly jubbly. Got a new game, eh? Youm's be wanting a new pad then. Well let me fingers do the talkin', so ta schpeak...

### JET LEADER USB

#### PC JOYSTICK

If you've always wanted to be a fighter pilot, but haven't quite got round to it yet, then this could be the controller for you.

With its wide, heavy base and quality rubber feet, it's wonderfully sturdy (there's nothing worse than a joystick that capsize). But if you'd prefer, it also sits comfortably in your lap... There are loads of programmable fire buttons and triggers, an analogue throttle control, and even an adjustable hand-rest. One of its best features though – and it might seem a small thing – is the stick's matt finish. It just feels lovely to take control with.

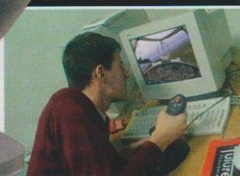
In a world of dodgy old sofas, this is surely the comfy armchair of joysticks, though you'll need Windows '98 to be able to use it.

We'll certainly be priming it in anticipation of our *Rogue Squadron* review next issue.

**FROM:** GUILLEMOT  
**CALL:** 0181 9441940  
**PRICE:** £39.99

**SCORE**  
**90%**

#### ON TEST...



**MR HURLEY SAYS:**  
"As a working games journalist, I demand the very best from my joystick. And boy, does the Jet Leader USB deliver. Yes, stress, Jim Bob!"



#### HANDY OR NOT?

I'd have to say that for my hands it's ideal, but for gamers with small mitts (like GameMaster's art boy Chris) it might be a bit awkward."

### TRILOGY 64

#### N64 CONTROLLER

Who designed this controller? A bunch of gibbons? The 'wings' on the side are useless unless you have really dinky hands – there's nothing to grab hold of! The direction pad feels cheap and nasty (though the other buttons are fine) and the whole thing's far from solid.

Of course, the main selling point of the pack is that you also get a memory card and vibration kit thrown in with it, so it's OK on the Value For Cash front. But that doesn't matter because it handles like a turkey. There are plenty of better third party pads out there, or the original Nintendo pad for those who can afford it.

**FROM:** GUILLEMOT  
**CALL:** 0181 9441940  
**PRICE:** £24.99

#### LINK'S TEST...



#### DOES IT MEET OUR STANDARD?

In a word, no. When you're playing a game as time-sapping as *Ocarina of Time*, you want something in your hands that basically you won't notice. But when playing with the Trilogy 64 you just don't get that quality feel that you get with Nintendo's original pad. It just feels a bit tacky really.

**SCORE**  
**53%**



## AND THE REST...

### VISIONPAD PSX CONTROLLER

For people who can't make their minds up, this one's half clear, half not. The raised circular D-pad won't be to everyone's taste, but there are auto-fire and slow-mo functions, which can't be bad for the price. The shiny, sweat-inducing finish ain't great though. Only buy if you're really strapped for cash.

**FROM:** INTERACT  
**CALL:** 0161 7025000  
**PRICE:** £6.99

**SCORE**  
**75%**



### PANTHER PC CONTROLLER

Sorry everybody! We reviewed this back in issue #75 but said it was twice as expensive as it actually is. The person responsible for this incorrect information has been... well, let's just say 'sorted'. Just to recap, it's designed specifically for 3D action games and first-person blasters and it's great

**FROM:** MAD CATZ  
**CALL:** 01992 707407  
**PRICE:** A REASONABLE £29.99

**SCORE**  
**81%**



### PSX PRO PSX CONTROLLER

Not much to recommend about this. The D-pad and shoulder buttons are particularly weedy, and probably won't stand up to even the mildest bit of pad-bashing. Shop around though, and you might get it cheap.

**FROM:** MAX PLAY  
**CALL:** 01829 556111  
**PRICE:** £4.99-£5.99

**SCORE**  
**40%**









# BATTERY POWERED!

AA's at the ready chaps... we've got some wierd and wonderful, creations for you to gaze in wonder at. We had fun anyway!

**BATTERY DRIVEN GADGETS, GIZMOS AND GAMES...**

## DONKEY KONG JUNIOR

It looks a lot like a teeny-weeny Pocket Game Boy. It's got an alarm clock, and you can hang your keys on it! *Donkey Kong* is being held hostage in a cage at the top of the screen, and it's up to Junior to dodge the traps and low-flying birds, jump up and open the cage with four keys. Obviously, it's got one of those annoying LCD screens which means that you have to hold it at exactly the right angle to see it properly but, as far as games on key rings go, this is a pretty funky purchase. Classic stuff...

**Price £9.99 Available from Snooks of Bath: 01225 464914 and all good toy shops**

## SAHARA EXPREXX

Compared to the crazed *Revolver*, this is an altogether more sensible option. To look the part when driving this sort of jeep you'll be needing green wellies and a funny hat. Ideal, then, for the sort of person whose dream car is a Land Rover. Still, it's only 25 quid and, with that hefty bull bar on the front, it's ideal for trying to run the cat over with. But what the blinking nora is an 'Exprexx' when it's at home?

**Price £24.99**

**Available from Snooks of Bath: 01225 464914 and all good toy shops**

## REVOLVER

You can't really steer it in any traditional sense of the word, but it can't half go! Its roll-over stunt cage makes it virtually unstoppable, allowing it to do an impressive assortment of stunts, spins and flips. You can even drive it down a short flight of stairs. If it's pint-sized radio-control mayhem you're after, the *Revolver* is right up your street, matey-boy.

But do be warned: you'll be so dizzy after playing with it for more than about five minutes, that you'll be in desperate need of a quiet lie-down in a darkened room... It's a real head spinner. Lots of fun, if a little too tricky to control.

**Price £33**

**Call Tyco: 01628 500309**

## MINI POOCH PAL

He walks! He barks! He wags his tail! If you're after a canine companion, but can't be arsed with the expense and hassle (let's face it, they leave hairs everywhere and do really gross farts), then *Mini Pooch Pal* is for you. Just to keep things simple, the remote control only has two buttons - Pooch can wag his tail while either shuffling along the floor or 'barking', but he can't do all three at once. Oh, and Pooch also suffers from a bit of an identity crisis: his bark sounds more like a quack. The pink handset's a bit un-groovy too!

**Price £5.99**

**Available from Snooks of Bath: 01225 464914 and all good toy shops**

## POWERED UP!

Here at GM, we've had our mucky paws into all kinds of battery powered lovelies. Les is sulking at Cathy's cruel quip, Marcus is refusing to give up the pink doggy controls and Vick's still waiting for her man.....

### Marcus Says:

BOOOH! MY MUMMY SAID I WASN'T TO TOUCH STRANGE DOGS... CAN WE KEEP HIM, CAN WE, CAN WE!

### Ollie Says:

I DON'T RECKON I CAN FIT IT ALL THE WAY UP MY NOSTRIL, BUT I'LL GIVE IT A SHOT



## SUPERNOVA

This wee lightweight isn't quite as speedy as it looks, but it's still pretty sexy – especially in comparison to the retro boxiness of the *Exprexx*. Whether it would stand up to the inevitable multitude of head-on collisions that come with being road-tested by the 'expert' team of GamesMaster toy-trashers is another question. For the sake of eight quid, you might be better off with the barking-mad Revolver, but if no-nonsense, wallet-friendly racing action is your particular thang, then you can't go far wrong with the Supernova. One thing the box doesn't tell you is that it operates on a different frequency to most radio-control cars (such as the *Exprexx*), thus allowing you and a mate to indulge in some head-to-head carpet-burning frolics! Yay!

Price £24.99

Available from Snooks of Bath: 01225 464914 and all good toy shops

## SHAKING PINBALL

If you're stuck on a long car journey and desperate for your next pinball fix, then Shaking Pinball will soon sort you out. Not only does it beep loudly but, every time a pinball hits something, you'll get some trusty motors whirling away for that 'realistic' shakin' sensation. It's a bit pricey but, until rumble pads for Game Boys are invented, this is probably the nearest you'll get to portable rumbling action!

Price £18.99

Available from Snooks of Bath: 01225 464914 and all good toy shops

## CRAZY SPIDER

There are two things you can do with this: follow the instructions and watch it climb up the wall when you clap your hands, or stick it in your little sister's bed and scare the pants off her. You'll probably find the second option is far more amusing!

Price £6.99 Available from Snooks of Bath: 01225 464914 and all good toy shops

## STROBES

...The illuminating ball. One of the members of GamesMaster's elite toy-testing team once bought something called an Illuminator, which was actually nothing more than a small frisbee with a couple of LED lights stuck on the side. It did look rather cool in the dark, though why anyone would want to play with a frisbee in the middle of the night remains something of a mystery... Strobes are a slightly more upmarket version of the same idea. Chuck 'em hard enough at something (the floor, a wall, a large window) and the lights in the centre of the ball will, um, light up – allowing for ker-azy all-night bouncy ball sessions! We're not too sure how you change the batteries, though.

Price £3.99

Call Ideal: 0116 2641400

### Cathy Says:

EEK! AND I THOUGHT LES WAS THE ONLY THING IN THE GM OFFICE TO GIVE ME THE CREEPS!

### Vicky Says:

IT'S NOT THE SIZE OF THE CAR THAT MATTERS, IT'S THE SIZE OF THE MAN WHO DRIVES IT...



# ON SALE NOW!



## FREE CLASSIC MOVIE THEMES CD!

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- ★ A CLOCKWORK ORANGE ★ 633 SQUADRON
- ★ LAWRENCE OF ARABIA ★ DAMBUSTERS
- ★ STAR WARS ★ YOU ONLY LIVE TWICE

### RESERVE TOTAL FILM!

Simply use scissors to cut out this bit of paper, fill it in (with a pen) and then give it to your local newsagent. Newsagents can be found in streets.

NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

POSTCODE: \_\_\_\_\_

Dear Newsagent: Total Film is available from your local wholesaler.

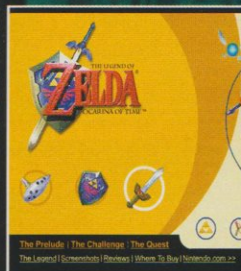


# WEBMASTER

YOUR GUIDE TO THE BEST IN ON-LINE ENTERTAINMENT. LET'S SURF...

## SITE OF THE MONTH

NINTENDO HQ  
<http://www.n64hq.com/no/me/index.html>



### What's it about?

The wonderful world of all things Nintendo. Uncle Ninty may have taken a bit of a pasting from Sony over the last couple of years, but it's still fighting and is looking stronger than ever. If you want to know anything about one of the biggest videogaming companies on planet Earth, this is the place.

### What's on there?

Individual sections dedicated to N64, SNES and Game Boy games (including excellent Game Boy Color stuff), with up to date news, screenshots and cheats for the latest ones. Even hardware gets a look in with new pads and wheels regularly featured. Nintendo have even dedicated whole spin-off sites to the biggest games (Zelda,



**F Zero X and Pokemon high flyers.** Plus if you want a laugh you can take a look at some of the funtography that people have been up to with their Game Boy cameras. And if you thought the ones we featured in GM were ugly, you should take a look at this motley bunch.

### What's it like?

Heaving at the seams. It's not a slow site though, despite all the graphics and information. As you would expect from Nintendo, it's got pretty much everything the average Nintendo player needs.

### Best Bit?

The codes, news and the club, which is free to join.

### Worst Bit?

Not enough of the Best Bit.

### Typical Quote

"It's the only site where you can chat with Nintendo insiders every day. Communicate with other Nintendo Power Players. Ask Questions. Get Answers. All straight from Nintendo of America headquarters. To get it all though, you have to sign up. But don't worry — you can become an NSIDER totally free of charge. If you haven't already, pick an alias and a password, fill out your member profile, and get ready to join the elite ranks of NSIDERS."



SCORE  
95

## HOT LINKS!

Videogames.com  
<http://www.videogames.com>



Plenty of reviews and previews as you'd expect, but this site backs them up with some of the beefiest FAQs and game walkthroughs we've seen anywhere on the Net. Where most sites will just offer you a cheat to complete a game, this site would rather guide you through actually playing the bugger so you don't finish that £40 Chrimbo pressie in an hour. Good features as well (top marks for the Scariest Games one).

### Internex Emulators

<http://www.p-c-net.net/~stuart/emulators/index.html>

Just joined the videogame craze? You'll be wanting to find out what retro gaming is all about then. PlayStation owners will have to make themselves content with the old compilations of crud that the likes of Capcom put out. But if you have a Mac or a PC then you can open yourself up to the world



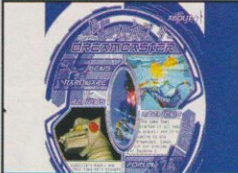
of the emulator by visiting this site. Download a few bits of code from here and you can run games from systems like the old NES, Amiga, Game Boy, Mega Drive, SNES and others. This site will also give you links to other sites, where you can get all the games for free. Fun for a while, but soon you'll realise those old

games can't compete with today's 3D masterpieces.

### Dreamcaster

<http://www.dreamcaster.net/>

Dreamcast. You may have heard of it. Sega's new machine is dominating the Internet news sheets at the moment, but this site takes it a little step further. All the news that's fit to print, plus a whole bunch of gossip and rumours to whet your appetites



until we finally get to see the UK games. There's plenty of screenshots and information here for anyone even remotely interested in Dreamcast.

### Fastest Gaming News On-line

<http://www.fgonline.com/>

Another top American news site, ideal for keeping up to date with the very latest happenings in the videogaming industry. Be warned though, sometimes this site can resort to rumours and gossip to get its headlines. Light on images



and fast to load, this one also comes complete with links to reviews and pictures of new games. A good site if you want to know what's happening with the movers, shakers and groovers in the videogaming industry across the world.

## DOWNLOADS!



New Winfile Software  
<http://www.winfiles.com/apps/newapps.html>

If you want to beef up, customise or just generally do things that your mates will be dead jealous of, try this site out. It features hundreds of shareware programs that will turn your PC into the whizzing machine of your dreams.

We lost count of how many different useful little gems of software are here for downloading. If there's anything you want your machine to do, there's probably something to make it do here (although we're still looking for a 'make the tea' piece of software). The download times are reasonably short and the site's laid out in such a way, that finding stuff isn't a problem. A classic shareware site you've got to try.

## NET KNOWLEDGE!

There are times when compared to the Internet, even the Sunday Sport can be considered a veritable bible of unbiased reporting, based upon rock solid, unsensationalised facts! Check out these latest globules of gossip that have spat forth...

"Unfortunately information was leaked back to Sony with supposedly what Nuon now consists of. The Nuon is expected to feature a Duo Graphics pipeline and chipset architecture, which provides for Realtime Superfast Multi-Uniform Rational F-Splines, a giant leap ahead of Sony's NURBS. Nuon can generate roughly 600 times the

surface density of PlayStation 2." <http://www.gaming-age.com/>

"Sega announced today that its current financial situation is not as encouraging as they would like it to be. From the press release: Sega's net profits at the parent level collapsed 75.9 percent to 1.21 billion yen (\$10.1 million) from 5.03 billion yen a year earlier. Sales slipped 20.4 percent to 100.93 billion yen from 126.75 billion. Much of the loss in profits can be attributed to the struggling economy in Japan. However, Sega hopes that Dreamcast will take them out of the red, as they plan to ship 500,000 systems by the end of the year." <http://www.dreamcaster.net/>



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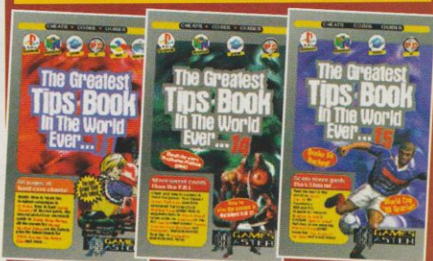


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**#76**  
CHRISTMAS

Do we know what you want to read or what! **South Park** gets a thorough GM once over, along with **TOCA 2**, **Sin** and loads more. Plus an exclusive review of **FIFA '99**. As for freebies... **Turok 2** poster and **Dreamcast** supplement!



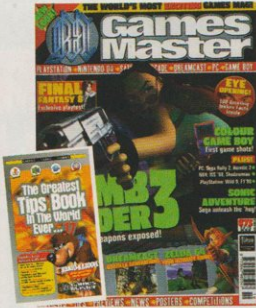
**#75**  
JANUARY

What an issue... A massive review of **Turok 2** in full bloodthirsty detail and big news on **PlayStation 2**. **WWF Warzone** gets tipped to submission and there's a fab **Lara Croft** freebie!



**#74**  
NOVEMBER

We've finished **Metal Gear Solid** so this is THE preview to read. A massive **Colin McRae Rally** guide, **TWO tips books**, news on **Dreamcast** releases and free **HEDZ** cards...



**#73**  
OCTOBER

This is packed with **Tekken 3** goodness. There's a massive preview of **Tomb Raider 3**, the new **Game Boy Colour**, and **D2**, **Sonic Adventure**, **Godzilla** for **Dreamcast** and more **HEDZ** cards!



**#72**  
SEPTEMBER

How to beat **Gruntilda**, and get those **Jiggies** and **Jingos** on **Banjo-Kazooie**. First shots of **Tomb Raider 3** and we give you all the information on the **Next Gen** consoles in our special guide.



**#71**  
AUGUST

**Forsaken** gets the GM tips-treatment... if you've got the game, you'll need this mag. It's also got the biggest **£3** report, first news on **Final Fantasy 8** and a massive **Banjo-Kazooie** review.



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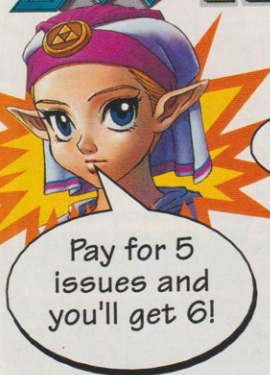
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#78**

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WCW Thunder, Thief, Monkey Hero, Heretic  
2, Sim City 3000, Devil Dice, Running Wild,  
Rival Schools, Asteroids and (fingers  
crossed) the PAL Metal Gear Solid...

# STAR WARS!

Flaming exhaust ports! It's the GamesMaster review  
of the action-packed Rogue Squadron...


All magazine contents subject to change

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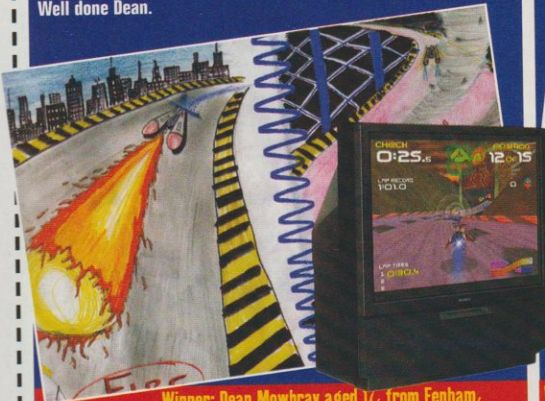


## WIPEOUT 64 (ISSUE #73)!

Asking you to design the ultimate *Wipeout* racer caused much backache at the post office as we were caught in a deluge of artistic outpourings. So many, it's taken us up to now to pluck the best from the rest...

### 1ST PRIZE WINNER

This stunning massive TV (almost as big as Les') is winging its way to Newcastle-Upon-Tyne after we received the Element X racer. Great artwork combined with loads of really neat ideas caught our eye. This design featured the kind of wild weapons and Wacky Racer mentality that we were looking for. Well done Dean.



Winner: Dean Mowbray aged 17, from Fenham, Newcastle-Upon-Tyne

### 2ND PRIZE WINNER

The state of the art sound system that will recreate the awesome sound effects of the cinema in your own home is heading to Middlesex thanks to White Thunder. Well over the top weapons, loads of advanced features for offence and defence made this one stand out from the crowd.



Winner: Parminder Gill, aged 14 from Hounslow, Middlesex.

### 3RD PRIZE WINNER

The well presented and eye catching Bulldog AJ-F5X has earned Allan a big handful of *Wipeout* goodies from Psygnosis.



Winner: Allan Johnson from Waterlooville in Hants.



## THE EARLY CHRISTMAS PRESENT (#75)!

We've cleared out the GamesMaster office to put together these ten special bundles of joy that will be on their way to these ten lucky winners soon. Great tapes!

### WINNERS

Shane Twomey from Cork  
Geoffrey Purnell from Evie  
Cameron and Craig Rye  
from Ravenshead  
Philip Palk from Bury

C Mitchell from Bexhill-On-Sea  
Matthew Cooke from  
Bridgewater  
Jeremy Knight from  
Bury St Edmunds

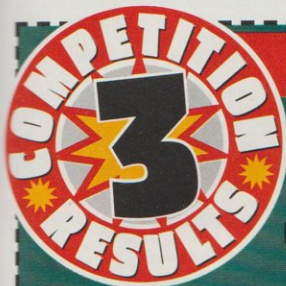
P Newton from  
Barrow-In-Furness  
Neil Ayling from Kingsclere  
Shane Harrison  
from Raintown





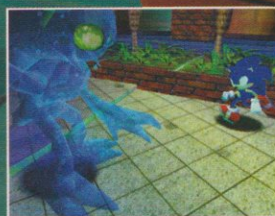
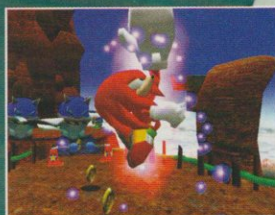
# AND THE WINNER IS...

Here are the results from the Big Competitions featured in recent issues of The World's Most Exciting Games Mag (that's us)!



## AN AMAZING SEGA DREAMCAST (#74)!

This competition has had one of the biggest responses we've ever received. Cathy's desk is buried under the entries but we finally managed to pick one out of the thousands. So here's the lucky person who will own one of the first Dreamcast's to make it to UK shores plus a copy of *Sonic Adventure*.



### WINNER

Michael Owen got the star role of Sonic for his speed. Emma Bunton landed the plum job of Miles thanks to her cute pig tails. Fathay Gazza pulled Big the Cat with Lennox Lewis getting the job of Knuckles. Lily Savage as Amy. Why? Because Mark said so. Nice one, Mark.

Mark Wilkin from Colchester





# CART BOOT SALE!

Goo on geeza... you know you want it, for pity's sake man you deserve it! We've got bargains galore 'ere missus! games, fanzines, consoles - you can even pick yourself up a nice penpal... know what i mean, eh? Say na more.



Resident Evil. As new. £60.  
Adrian Peters 01717 365657.

**Saturn.** 14 games, two pads, mags, demos and memory card only £300! Collect from the Liverpool area. Cash up front.  
James Byrom 0151 931 3705

**PlayStation,** with four games, two pads, memory card with all leads, and two demo disks.  
Aengus McIlister 0181 691 7382

**Pocket Game Boy.** Blue. In mint condition. Bargain at £20.  
Kevin Booth 0127 605924

**Sony PlayStation.** 15 games, steering wheel, Predator light-gun, Rumble analogue pad. Two memory cards. Two pads, demos. All for only £250.  
Alex Smith 01773 746435

**SNES** with two controllers, three games (Mortal Kombat 1, Kick Off and Battletoads), all for £45.  
Jason Donaldson 01268 418561

**Sega Master System 2** with one control, gun, four games (Rambo 3, Golden Axe, Action Fighter and Sonic The Hedgehog) £10.  
Jason Donaldson 01268 418561

**Sega MD,** plus MCD with games, for £55 ONO. Phone after 5pm.  
Daryl Hignett 01695 570769

## GAMES FOR SALE

**Game Boy, Tazmania** £5. Still in its box. Go on, you know you want it! James Scott 01386 446897

**Space Hulk (Saturn).** £10, Mortal Kombat 2 (Saturn) £15, Loaded (Saturn) £15.

Mrs D Winter 01305 812352

**Croc for sale,** on the PS. V-Rally on the PS - you can have both for £25. Both are in mint condition.  
Ian Cockram 01222 851168

**Games for sale.** Screamer £15, Duke Nukem £10, FIFA '97 £10, Swift pad joystick £11, Joystick Quicksport £10.  
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Arran Cruickshank 0117 9855096

**GEX3D,** duplicate present, still wrapped - £20.  
Jamie Wheaton 0117 9508048

**Tank Command,** PC game, will sell for £15. Never been touched - my PC wouldn't run it.  
Jonathan Davison 01266 47691

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James Kenyon, 30 Reynolds St, Cleethorpes, NE Lincs

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**Sonic and Knuckles game** wanted for £20 please.  
Craig King 01823 432392

## GAMES TO SWAP

**I will swap** Total Drivin or Tomb Raider 2, for any of the Command & Conquer games. Thank you.  
Greg Lockton 01452 611971

**Mortal Kombat 2** and Desert Strike wanted for Terminator 1 & 2, and Bob (alien game for MD).  
David Burley 01752 703558

## FANZINES

**Sega Mega Drive** magazines wanted. I will pay 50p for each issue.  
Mark Wood 01846 676291

**Contact me for PlayStation mags** (including back issues of top PlayStation mags), merchandise and more.  
James Hedges, 47 Keysworth Avenues, Barton on Sea, New Milton, Hampshire, BH25 7HZ

**If you have your own fanzine or website send it in to GamesMaster!**

## PENPALS

**Female penpal wanted.** Must be 14 - 16 years-old, and must have PC or MD. Likes tennis etc.  
e-mail me at: andy-j-woodall@hotmail.com

**I would like.** a female penpal, preferably aged between 15 - 17. I am aged 15 on the 27th Nov.  
Matthew Bramhall, Vardy House, Newton, Merseyside, WA12 8EA

**Female penpal wanted.** Aged 10 - 13. Must have good sense of humour. I am 12, and I have a good sense of humour.  
Matthew Wood, Montrose, Whitehall Road, Darwen, Lancs BB3 2LH

**M/F penpal.** I like Goldeneye N64. I like many more games too. I am ten years old. You can be older or younger yourself.  
Dominic Colin Adams, Morseat, Harron, Peterhead, Aberdeenshire AB42 0RQ

**Female penpal wanted.** Must be 11 - 13 years-old, and like South Park and The Simpsons. (Photo).  
Edd Pearce, 62 Norwich Road, North Walsham, Norfolk NR28 0DX

**Penpals aged 16 to 18.** Must love Final Fantasy 7, own a PlayStation, and HATE DreamCast. Reply g'teed.  
Michael Leeson, 42 Beaumont Rd, Whitwick, Coalville, Leicestershire LE67 5GA

**Must have PC.** Aged 11 - 13. M/F (photo please). Must like GM.  
Sonnet-Lee Turner, 41 Chatterton Road, Bromley, Kent BR2 9QZ

**Female aged 32.** No children, PlayStation gamer, seeks female penpal of similar interests. Platformers especially. Could there be anyone out there like me? Please write.  
Julia Foreman, 14 Ratcliffe Rd, Stonegate, Leicester LE2 3TF

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# PETITION



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1. Who plays the roles of Mulder and Scully?
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Big Competition #77, Amusement Park, GamesMaster, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW

### RULES:

- Closing date for entries is 28th January 1999.
- The competition is not open to employees of Future Publishing, their families, friends or pets.
  - The judges decision is final.
- Winners will be announced in GamesMaster's March issue out on MONDAY 1ST MARCH.



# G-MAIL



Barking, dribbling and a danger to society, that's the average GM reader...

VENT YOUR SPLEEN AND EMPTY YOUR MELON IN G-MAIL!

## Make an impression!

Dear GamesMaster,

I was once again trying my *Tomb Raider 2* disc in my CD-player, to try to hear that number 19 track, where you said Lara was supposed to make an impression of a Kenyan gazelle (in issue #73). Then I suddenly realised that you were talking about the PC-game (there's no second disc on PlayStation). It works on PlayStation too... but why isn't it the same tracks? It's the same game! If you want to listen to some really cool techno songs, put the demo discs in the CD-player.

I want to ask some questions:

1. Do you know if it's possible to get my hands on the *FF7* soundtrack? I know it's been on sale, but are there some left?
2. It's been a really long time since I finished *Tomb Raider 2*, but now I'm starting again. I'm stuck at 'The Deck'. What do I do? Please give me some hints!
3. My friend is Japanese, but lives in Norway. She is desperately in need of *Dragonball Z* and *Final Fantasy 7* in Japanese. Know where I can get them?

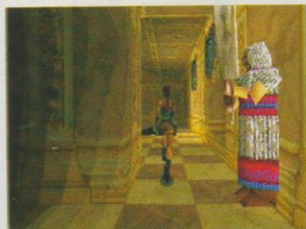
Julie Johannessen, Bournemouth, Dorset

The sound effect you are looking for isn't on the same tracks because the games are different. The PC version is coded in a different way to the PlayStation. The *FF7* soundtrack was a very limited release, so the chances of you getting hold of a copy are like finding rocking horse cack - rare. Asking for help? Consoleation's the place to go. Your friend will have to talk to the Norwegian version of our importers to get Jap games, they should have loads.

## Wild with excrement!

Dear GM,

Jeez-us Christ, the new look is amazing! I saw it in the shop and I nearly messed my pants with excitement. I would also like to



say that Ciaran McGonagle, who wrote to G-Mail in issue #75, is out of order. He was the geezer who thought that the new look for GamesMaster, as he put it 'stinks'. And that we don't want pictures of Lara Croft (we do), and we don't want 100 amazing *Tekken 3* facts (we do)! Keep up the good work, you top class mag.

Sean Keatley, Liverpool

P.S. What new game should I get for my N64? *F-Zero* or *Turok 2*?

Just goes to show you can't please all of the people all of the time. Although Ciaran's was the only complaint we've had about the new look, so I guess we almost managed it. And if you think what has happened during the last few issues has been exciting, just wait until you see what we've got lined up for the future.

## Game on...

Dear GamesMaster owner,

I'm writing about games for the N64 called

*South Park* and *FIFA '99*. I know they aren't advertised yet, so can I ask you when the two games are going to be coming out, and how much they will cost?

Christopher Hodgkins, West Bromwich, West Midlands

Blimey you're keen Chris. Both of these are out in '99. *South Park* (reviewed on page 94) is out at the end of January while *FIFA '99* (reviewed last month) is out in March, so get saving.



OK, your wish is our command. *Resident Evil 2* is coming out for the Saturn. Feel better?

Meanwhile, back in the real world - there are going to be no more UK Saturn games released. That's it.

The end. No more. It's deceased. Dead. We'll still be giving you tips and cheats for the games that are out there, but don't expect to see any new ones.

## Shop around!

Dear GM,

Hi gamers at the office. I just thought I would have a rant at some of the prices of computer games out there. Some of the differences in prices I have come across are unbelievable. To keep it short, but not so sweet, here is my story - take notes people!

Just the other day I thought I would buy the so-called 'best game in

## Shove it!

Dear GM owner,

I'm a new reader to your magazine, and I felt that I must write and congratulate you on how good it really is. Now I'll get to the point. On page ten, in issue #74, you stated that in Japan, *Dreamcast* will be £92 on launch (20,800 Yen). Yet over here in England and America we are paying around £200 - £250! I won't be buying it. They can shove it up their arse sideways (painful). And as I said before, I'm sure that other readers feel the same.

Paul Jackson, Cheshire  
P.S. You kick butt!

Tough talk Paul. Sega haven't actually announced a UK price yet so don't write off the *Dreamcast* yet. And even if it is £200, surely that's better than having to shell out over £1000 to buy a PC that comes close to matching it for power? And if Sega get the launch line-up of games right for the UK, most of us will find it hard to resist.

## No worries!

Dear GM,

I hope you print this, as I am a big fan of *Resident Evil*. On the 28th of October, I bought a Saturn mag (as I happen to own a Sega Saturn, and don't worry, your mag is just as cool), and I was flicking through the pages and I read a piece saying that this was the last issue. But something even more shocking struck me. They said that was the last official game out for the Saturn. Please say that *Resident Evil 2* is coming out on the Saturn, as I have waited a long time for it, and now I have just heard this. Please say it isn't true GamesMaster.

Gareth Higgins, Newport, Gwent  
P.S. Your mag is great!



the world', *Quake 2*, as I had *Unreal* already. So there's me with a cool thirty quid to spend (that's a lot of money to me, as I'm sure it is to a lot of people). I went into PC World and looked around for my game, and there it was at an OK price of £26. Great! I thought. But I decided to shop around a bit first, as you do. So I checked out a store called PC Discounts. Great name, let's hope it can live up to it. Yep there's the game I want Oh my GOD! It can't be! How much?! £44.95 to be precise. This game is meant to be good, but not that good!

I just think that computer gamers should shop around a bit first that's all. Great new-look mag by the way. You seem to have a lot more previews and reviews of PC games now. Thanks!

Danny D, no address

We would always recommend shopping around before you buy a game. We do! You never know when someone might be doing a special offer on the game you're looking for and prices vary wildly, even between shops next to each other (you can often save between £10 and £15 every time you buy a game). So take the time to shop around a bit. You'll also avoid being ripped off by someone who insists on charging you full price for something that's been out for months.

## What I really really want...

Dear GM,

I've been reading your mag for as long as I can remember. I can even remember the release of *Phantasy Star*. But I wanted to write to you because (big smile), I would

really, really like a *FF7/8* poster, as I think that the games are great. I've also got some questions I'd like you to answer.

1. *Dreamcast*. Do you think it's worth the bother as PS2 is coming soon, and it will no doubt do the same thing as the Saturn i.e. become crap!
2. *Final Fantasy* the movie, has been approved, but what the hell will it be about?
3. I think that Ciaran McGonagle should have his head ripped off and someone shit down his neck.
4. Why does everyone talk about these bloody eggy animal things?
5. Where's the tips book gone?

Michael Leeson, Leicestershire

*FF8* poster? Keep an eye out in the not to distant future and I'm sure we'll oblige, especially as *FF8* gets nearer to being released. It's too soon to say whether *Dreamcast* will be worth it. Sony are keeping very quiet about the PSX2 and even when they do start talking, it's going to be a long way off being released. Some say that Sega will have 18 months headstart on Sony - could you wait that long? I guess Ciaran isn't making himself many friends in GamesMaster's letters pages. Don't worry, the tips books will be back next issue, and better than ever.

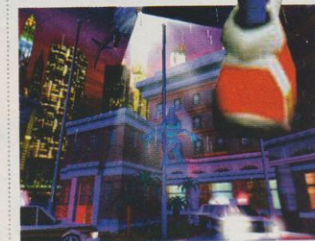
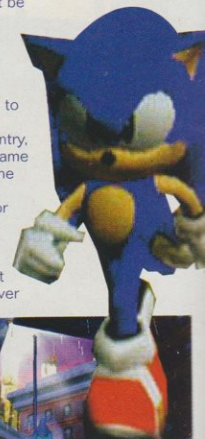
## Dream date!

Dear GamesMaster,

I am a 22 year-old gentleman from Malta, and I would like to thank you for your excellent magazine. The GamesMaster magazine is always first in videogames news, and your points system (games analysis) is perfect. I own a PlayStation, but when games are converted from NTSC to PAL, they tend to be slower and of less definition. I'm very interested in the Sega *Dreamcast*, as it is a 128-Bit, 200Mhz console. Can you write in your next issue all the games that are going to be launched with it, and when the *Dreamcast* will arrive in Europe? Can you tell me another interesting magazine that is American please?

Marvin Bezzina, Malta

PAL games are only slower if the developers can't be bothered to do a full-on conversion from NTSC. As for less definition, well that's down to the TV system used in this country, and you can't blame them for that. The initial Japanese launch line-up for *Dreamcast* is a bit weak, although *VF3* is outstanding. But we know that over





# STAR LETTER

## CONCERNED!

Hi GM,  
I am writing about the delay of the next generation consoles. For example, the Dreamcast is out now in Japan, and it is coming out in England in 12 months' time. I mean, I don't mind a little delay, but a whole bleedin' year is just ridiculous.

There are rumours about PlayStation 2 coming out in Japan in April 1999 but if it does it won't come out in England until half way through the year 2000! No!

Simon Beck, Leeds



WIN A GAME OF YOUR CHOICE CARE OF THE FOLKS AT GAMES CONSOLE

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the next few weeks there are a lot of barnstorming titles on the way, including the amazing-looking *Sonic Adventure*. The DC will arrive in Europe by next Christmas, barring any delays. Oh, and there are no interesting American magazines so stick with us, Marvin.

## Babetastic!

Dear GamesMaster,  
Hi, it's me, yer old matel. Just dropping you a quick line to say ta for printing my last letter (issue #75), and that the new look is great! I loved the poster of Lara a la Spice Girls (remember the naked on a chair routine, eh?), but could you print more pictures of that babe from *Silent Hill*? Incidentally, love the cheats on *WWF Warzone* to make your wrestler look like



Lara Croft (just imagine getting to grips with her, hmm!!) Can you do anyone else? I've managed Arnie, from *Terminator 2*, and James T Kirk (William Shatner). I'll send in a couple of photos with my next letter. Anyway got to go, Lara has just put me in a chicken-wing cross face! See ya soon, people!

Phil King, Newbury, Berkshire

Always good to hear from old friends, Phil. Glad you like the *WWF Warzone* stuff. We've had loads of readers sending in some very bizarre characters, which we'll start showing you over the next couple of issues, so if you're working on one, get it in soon. As soon as *Silent Hill* is released we'll bring you a full playtest, which will no doubt (and purely by coincidence) feature loads of pictures of your fave babe.

## N64 days numbered?

Dear GamesMaster,  
The first thing I must say is the new look rules. In issue #76 a sad freak called Neil Burton, said that

when the Dreamcast comes out here, all the N64 owners will be gutted. When he buys a Dreamcast it doesn't mean the N64 will become crap and the Dreamcast will be good. It'll be good at first but will be just like the Saturn, then PlayStation 2 will come out and the Dreamcast will flop and when I'm buying a PlayStation 2 I'll be thinking to myself, "Neil you are soooooo gutted".

Joe Taylor, Bampton

First we had the Spectrum vs C64 debate. Then the Amiga vs ST, then Mega Drive vs SNES, then PlayStation vs Saturn and N64 vs PlayStation. Now you're getting into arguments about machines that aren't out in the UK for a year (or much longer in the case of PSX2). Come on guys, get a grip. The Dreamcast will be a great machine if they get the software right, and they're certainly coming up with the goods on that front. Both the Dreamcast and PlayStation 2 will probably be huge successes, and there's

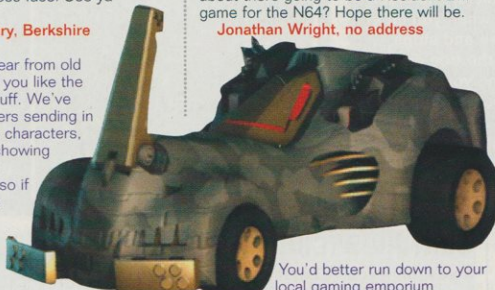


definitely room for both of them as competing systems. But I have to say that it would be unwise to turn your back on Nintendo, they are more than capable of pulling out surprises when they need to.

## Anything else?

Dear GamesMaster,  
Please could you tell me when *SCARS* is coming out for the N64? Please could you send me some of your gaming gear? It would be a great pleasure. Is it really true about there going to be a *Resident Evil* game for the N64? Hope there will be.

Jonathan Wright, no address



You'd better run down to your local gaming emporium Jonathan because *SCARS* will be out by the time you reads this.

Although Ubisoft haven't sent us a copy to review yet, so read into that what you will. Capcom have announced that they are working on N64 games (the first one will be a Disney *Tetris* game), and they've dropped some very unsuitable hints that a new *Resident Evil* game could be a later title too. We really hope so.



## CHEEKY FELLA!

Dear GamesMaster,  
I am a PlayStation owner and love the *Strike* series and sports games. I can't wait to get my cricketing hands on *Brian Lara Cricket*. It looks great, and it'll be the best game for us cricket lovers. Don't take me wrongly, I don't hate soccer but I love cricket, both playing it on TV and outside. Anyway, I wrote this letter to agree with Miss Shabnam Zaman's letter in issue #75 about how many gamers look at their favourite characters. Man, what the hell? Do you play games to have fun or to get obsessed? For example, thousands of people are obsessed with Lara and her figure. Why? She's not going to come to you and marry you. Certainly all gamers that get obsessed with characters due to their figures are a big bunch of losers. They're not serious gamers.

S Malik, Pakistan

P.S. By the way, are Tim Weaver and Andrea Ball related? Both have the same kind of cheeks!

You'll never know how long it took us to console Ollie after he read that Lara wouldn't come and marry him.... Getting obsessed about videogame characters is a bit sad, but kind of funny at the same time. We checked with Tim and Andrea and while their face cheeks are pretty similar, their bum cheeks are a whole world apart.

# GIMME ANSWERS!

## CARM' ON?

Dear GM

When is *Carmageddon 2* coming on N64?

**Reece Gale, Saffron Walden**  
SCI are developing an N64 version of *Carmageddon*, which will feature bits from both games but they aren't talking about a release date yet. So don't hold your breath...

## BRISTOL TWITTY?

Dear GM

Please could you sponsor some Bristol City home games, also say you highly dislike Bristol Rovers.

**Mike Strawbridge, via E-Mail**  
We would sponsor City, but we only like to be associated with winners. Wait for the letters...

## WHICH ONE?

Dear GM

Which wrestling game should I get for the PlayStation, *WWF Warzone*, *WCW Nitro* or *WCW Vs the World*?

**Lee Whitehouse, Walsall**  
Quick office survey. Yup, thought so. *WWF Warzone* is the winner by a mile.

## MORE TEKKEN?

Dear GM

Are those rumours true about *Tekken 4* coming out?

**Stuart Lynch, Peterborough?**  
Yup. Reckon they are. *Tekken 4* should appear in the arcades sometime next year (probably by the Summer).

## RES 3?

Dear GM

Will *Resident Evil 3* come out on the PlayStation?

**Shaun Peters, Nottingham**  
Yes, there is going to be a third *Resident Evil* on the PlayStation, but it'll be different to the Dreamcast game which will appear first.

# AND REMEMBER...

## YES, PLEASE!

**YES!** Why games are great and what's the best.

**YES!** What do you think of the new look GamesMaster, then?

**YES!** What I want to see in the future of videogaming.

## PLEASE... NO!

**NO!** I'm stuck on *Tomb Raider 3*! (Write to Consoleation Zone)

**NO!** My console's better than your console arguments?

**NO!** I'm doing a college project on videogaming. Send me stuff.

G-Mail GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW



# KING OF THE PARK

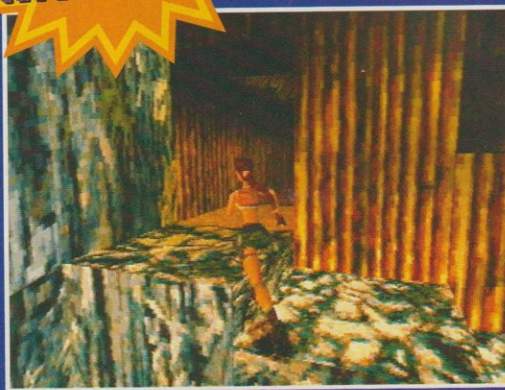
## SPECIAL CHALLENGE

### TOMB RAIDER 3

Finish it!

Some love it, some hate it. It's still a great game though, even if it is tough. We reckon you may have met your match with this. We want to see who can be the first to complete *TR3*, and who can do it in the fastest time, from

beginning to end (you can skip the Lara's house training level). If you get too stuck you can use the walkthrough on page 49.



Fancy yourself as the best of the best? This is your chance to prove it. Take on one of these GM challenges or send us your high score or best time, if you're up to the challenge, your name will appear here as one of the best gamers in the country.

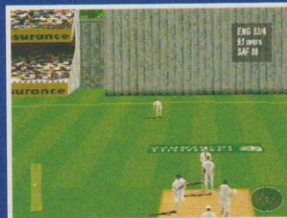
### CHALLENGE #02 ZELDA Tree Treats

That Deku tree training level. What a doddle right? But can you still do it as quick when the pressure's on? This is what we're going to find out. Get the game going and go through the village to the tree, stopping only to get a sword and shield. The clock starts when you enter the tree and stops when the tree dies, sending you on the next part of your quest. Are you tough enough to accept the GamesMaster challenge?



### CHALLENGE #03 BRIAN LARA CRICKET Smash the Aussies

The English cricket team may have put in another customary rubbish performance against the Australians for the Ashes, but the GM crew out there can get revenge. We want you to set up a match against the Dingo feeders and then wipe them off the face of the Earth (not literally, mind). We want the biggest winning margin. Anything under an innings victory will be disqualified. Get practising guys and gals!



### CHALLENGE #04 TURK 2

Race to the end  
Standard game set-up. Get through to the level where you have to ride the Triceratops through the maze. Pretty tough, eh? We want to see who can do this stage the fastest. You can take any shortcuts you like but you have to reach the end in a record time. Entries on video please.

## THIS IS THE LAW!

- Time Trial entries are only accepted if accompanied by videotape.
- No cheat cartridges or gameplay aids can be used (and we know how to detect if you've used one. Don't even think about it).
- You can enter as many challenges as you like... the more the merrier.
- Unfortunately, we can't return any of your tapes... that's life.
- Include your name, address, age and time achieved with your entry. Put a photo in too, if you want to be in the mag.
- All games must be PAL versions.

## 00HIGH00SCORES0000

If you think you've defeated a game and clocked up the biggest possible score, write it on this form and send in some proof (a photo or short video of the high score table will do). Include your name and address over the next few months we'll be building up tables of the most impressive gaming feats. So any score or time on any game is acceptable. Go on, impress us, we dare you.

NAME	
ADDRESS	
AGE	
GAME NAME	
SYSTEM	
HIGHEST SCORE/BEST TIME	

Send your entries in to King of the Park • GamesMaster • Future Publishing • 30 Monmouth Street • Bath, BA1 2BW

#### GM PHOTO TIP

To take a photo of your TV or PC screen make sure you use a fast film, preferably a 400. Close the curtains and turn off the lights to make sure there is no glare on the screen. You won't need to use a flash.

#### GM VIDEO TIP

Connecting your console to your video isn't as tricky as it might sound. Plug the RF out plug from the console (the one that normally goes into the back of your TV) and plug into the RF In socket on your video (the one the lead from your main aerial normally goes in). Tune a spare channel on your video until it displays the image from your console on the TV (make sure the TV is switched onto the video channel). Stick the tape in the machine and hit record.



## AND ON THAT BOMBSHELL...

And so another amazing record breaking year in videogaming goes by... but the future is looking brighter than ever. Next month sees the new year start in style with *GamesMaster's* regular reviews, FAQs and tips along with Code Girl and the Game Spongs at full strength. The next mindblowing issue of *The World's Most Exciting Games Magazine* is on the way as you try these challenges, make sure you don't miss out on it...



#78 • THURSDAY 28TH JANUARY



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